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# ONE HUNDRED AND FIFTY GYMNASTIC GAMES

COMPILED BY

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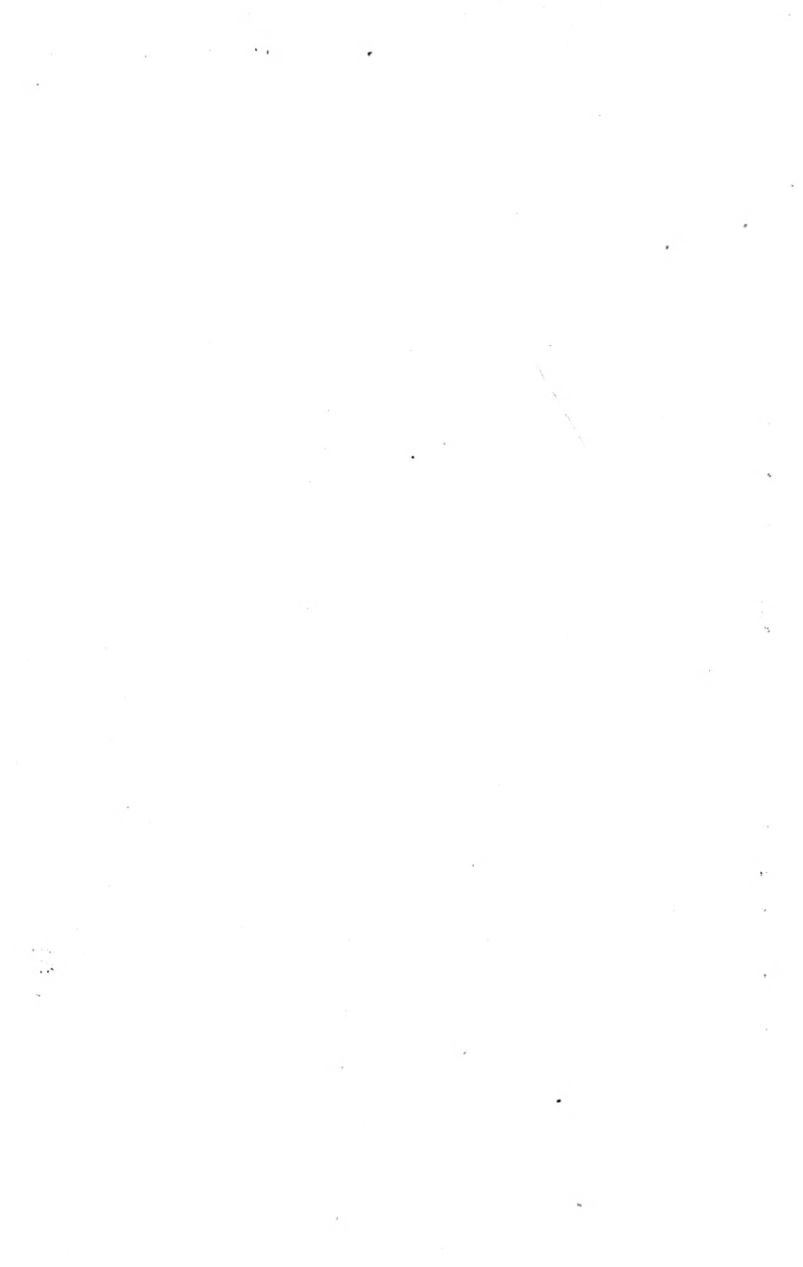


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**Dedicated**

**TO THE MEMORY OF**

**MRS. MARY HEMENWAY**



## INTRODUCTION

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For several years past, leaders in the field of education have spent considerable time and energy in probing for the true nature of games and plays,—what they are and what they mean. Indeed, the psychology of physical exercise has become a favorite topic of discussion among school and college authorities. At whatever solution of this question the philosophers may have arrived, they, certainly, all agree that play constitutes a very important element in all education, moral, mental, and even physical.

Considered from the standpoint of the teacher of gymnastics, such games as can be played without much special training form a most valuable adjunct to the formal exercises of the gymnastic lesson, furnishing, perhaps, the best means to obtain its purely hygienic effects. The muscular work, as a rule, is of a general character, not very severe at any one time, but continuous. It involves moderate contractions, frequently repeated, of large groups of muscles, and is, therefore, conducive to gently increased organic activity for longer periods than is possible or practicable in the well-defined and more

localized gymnastic movements. At the same time the element of voluntary, concentrated attention is absent, the intrinsic interest in the game being sufficient to hold the attention without any effort on the part of the individual.

Besides offering opportunity for spontaneous, joyous bodily activity and *abandon*, games, even more effectively than gymnastics, train quickness of perception, judgment, and decision, accuracy of effort with reference to external objects, and a proper sense of co-operation with others ; that is, of team work. Thus, while neither can supply the place of the other, a judicious combination of formal exercises and play will best serve the interests of the pupils.

The object of the present book is to furnish for the use of gymnastic teachers a compact and practical collection of games. The rules have therefore been stated as simply as possible, and only those games have been included which have been actually tested and found valuable.

In the preparation of the book the alumni of the Boston Normal School of Gymnastics have actively co-operated by contributing and testing games, and in other ways. To them, accordingly, thanks are especially due.

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## BALL GAMES.

## INTRODUCTORY NOTE.

---

The terms "throw" and "toss" have been carefully distinguished in the following games. "Toss" is used for the underhand, and "throw" for the overhand movement.

When the games are played in class, the teacher will usually be the umpire, even in cases where it is stated that the players choose or appoint an umpire.

The greater number of the games have a time limit specified, but the time limit may be introduced to advantage in many of the others.

An attempt has been made to give, under the heading "apparatus," everything that is needed to play the game that follows, with the single exception of chalk, which has been omitted to avoid repetition. Chalk, however, is required in nearly every game for the marking of goals and boundary lines.

# 1. \*PRELIMINARY BALL.

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Grade: Primary, Grammar, High.

No. of Players: 10 to 60.

Apparatus: Balls for half the number of players.

The players stand in two lines facing each other. The players of one line hold the balls. At a signal, each throws his ball to the player opposite him, who catches the ball, and throws it back. The method of throwing and catching is arranged beforehand. The following is a good method:—

Throw	3	times	with	the	right	hand,	and	catch	with	both
"	"	"	"	"	left	"	"	"	"	"
"	"	"	"	"	right	"	"	"	"	right
"	"	"	"	"	left	"	"	"	"	left
"	"	"	"	"	right	"	"	"	"	"
"	"	"	"	"	left	"	"	"	"	right

If a suitable wall space is to be had, the player may next throw the ball against the wall for the player formerly opposite him in line to catch. If the balls are elastic, he may also bounce his ball to the player opposite. In both cases the order of the table above should be used, or the order substituted for it.

# BALL DRILL.

Hand or Hands used.	Position of Player.	Position of Ball.	Kind of Pass.
Both.	Facing partner, astride.	Ball held above head.	Throw.
"	"	" " close to chest.	Push.
"	"	" " low between feet.	Toss.
"	Back toward partner, astride.	" " over head.	Throw backward.
"	"	" " low between feet.	Toss between feet.
Right.	Facing partner, astride.	" " in curve of right arm.	Bowling toss.
"	Left side toward partner, astride.	Ball held in curve of right arm.	Throw sideways over head.
"	" " " "	Ball held in curve of right arm.	Toss in front of body.
"	" " " "	Ball held in curve of right arm.	Horizontal swift pass with twist of body.
"	Left side toward partner, and left knee bent high upward.	Ball held in curve of right arm.	Toss in front of body and under knee.
Right, left helping.	Facing partner, astride.	Ball held with right hand under it, left hand on top.	Toss.
"	"	Ball held with right hand on top, left hand under.	Throw (putting shot).

NOTE.—Where right hand and left side are given, the throw is mentioned only for that side. The reverse way should, of course, be practised equally,—left hand and right side, etc.

## 2. BALL DRILL.

**Grade:** Grammar, High.

**No. of Players:** 2 to 60.

**Apparatus:** Balls for half the number of players.

Any kind of balls may be used ; but for pedagogical purposes medicine balls are especially valuable. The object of the drill is to train the perceptions, the muscular sense, and the muscles themselves, and give pupils the practical ability to handle balls with ease. There is no winning. The weight of the balls should be suited to the players, two pounds being a good weight for women and girls.

The players are arranged in couples in any desired formation, far enough apart from each other to allow space for free play. One player of each couple has a ball, which is used by him and his partner alone. The throwing of the balls is simultaneous in all the couples, and is at the command of the teacher, who may, at discretion, introduce different ways of throwing and tossing. Some of the most useful passes are scheduled on the preceding page.

---

## 3. DOUBLE PASS.

**Grade:** Grammar, High.

**No. of Players:** 11 to 60.

**Apparatus:** 2 balls or 2 bean bags.

The players stand in a circle, and the teacher takes

his place in the centre with the balls in his hands. Each player in the circle counts, to find out which is the fifth player at his right and which the fifth at his left. Then the teacher throws one of his balls to any player, saying at the same time, "Right!" or "Left!" The player at whom the ball has been thrown catches it, and immediately throws it to the fifth player on the side indicated by the teacher. This player catches the ball and returns it to the teacher, who meanwhile has started the second ball in the same way as the first, by throwing it to any player. The first ball is returned to the teacher at about the same time the second ball is leaving him, so that there is a constant passing kept up. There is no winning or losing. The value of the playing is the training in alertness which results from the necessity of watching three points, so as to be ready to catch the ball at any time from any one of them.

As a preparation for Double Pass, the players may stand in a line, with the teacher in front of them, and practise throwing the ball to their nearest neighbors at right and left instead of to the fifth player from them.

The game may be varied in several ways: (1) The teacher may sometimes omit the calling of "Right!" or "Left!" when he throws the ball to a player, in which case the player returns it directly to him. (2) A player making a mistake, and passing the ball to the right instead of the left, or *vice versa*, may be re-



quired to step out, being allowed to step in again only after two other players are also disqualified. This variation makes the game much more difficult, as the identity of the fifth neighbor is constantly changing. (3) If the teacher and players become very skilful, three balls may be used instead of two.

---

#### 4. ZIGZAG BALL. ✓

**Grade :** Grammar, High.

**No. of Players :** 6 to 60.

**Apparatus :** 2 tennis balls.

The players choose sides, and the teacher is referee. If there are only six players, they form two equal triangles, one for each side. The player at the apex of one triangle stands with his back to the player at the apex of the other. At the referee's signal the ball is thrown in each triangle by one of the players at the base to the player at the apex. This player catches the ball, and throws it to the third player in his triangle. The ball is then returned in reverse order to the one from whom it started. If any player fails to catch the ball, he must pick it up, and return to his place before throwing it. When the ball has come back to the one who first threw it, the players of his side clap their hands. The side which has returned the ball first scores a point. Any number of points may be agreed upon as a game.

When there are more than six players, they are

arranged in two parallel lines, facing each other. The players of one side alternate with the players of the other in each line, and each player has opposite him in the other line an opponent. At the referee's signal the two players who head the lines start the balls. Each player throws to the next on his side in the opposite line. The balls thus zigzag down the line; and, until one side gets ahead of the other, they cross at each throw. When the balls reach the end players, they are returned in reverse order. Just as when there are only six players, whoever fails to catch a ball must pick it up and return to his place before throwing it. The side which returns the ball first to its head player scores one.

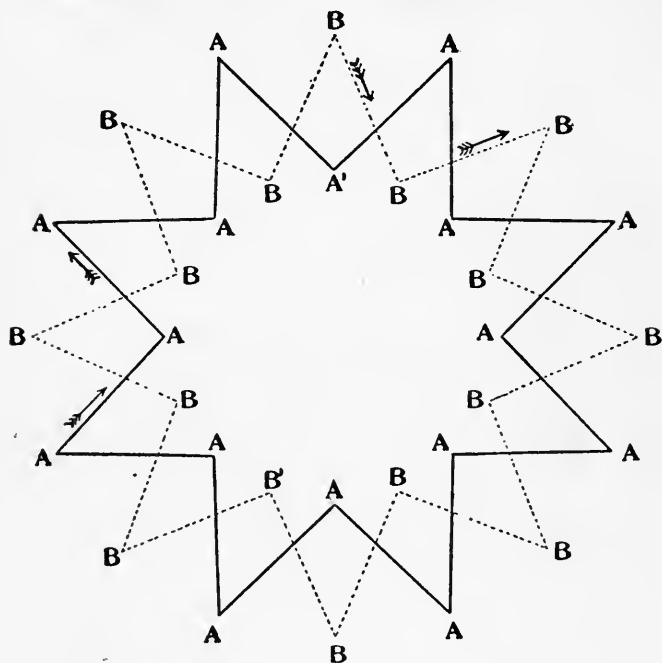
In either form of this game the number of balls may be increased, and different-sized balls or bean bags may be used; but care must be taken to have the number and the kind of balls the same on each side. When the game is played in this way, the third player in the triangle, or the end player in the line, should catch all the balls before he starts any of them back in the reverse direction.

## 5. CHASE BALL.

Grade: Grammar, High.

No. of Players: Any number divisible by 4.

Apparatus: 2 balls.



— represents the course of A's ball.

- - - - represents the course of B's ball.

The players divide into two equal parties, A and B, which stand in two concentric circles having each the same number of players. In each circle the players

of one party alternate with those of the other, and every A of the outer circle is opposite a B of the inner circle. (See diagram.) All the A's play together, and all the B's. One ball is given to A 1, and the other to B 1. At a signal, each passes his ball to his neighbor on the right in the other circle; and this player in turn passes his ball to his right-hand neighbor in the opposite circle. So the ball continues indefinitely round the two circles in a zigzag course, always going from alternate players of the outer and inner circles, skipping one player at each throw, in order that it may always remain in the hands of the same side. The object of each party is to make its ball overtake the opponents' ball once or as many times as possible.

---

## 6. \*TIME BALL.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** As many balls or bean-bags as there are rows of players.

The children are seated so that there are the same number of players in each row. A line is drawn across the front of the room near the wall, and a mark is made in each aisle between the front desks. The method of throwing to be used is next agreed upon. The ball may be tossed with either the right hand or the left, or it may be thrown with either hand. After the decision has been made, the leader of each

row takes his ball, and stands opposite his aisle on the line. Then, at a given signal, the first player in each row runs to the mark in his aisle. When he has reached it, the leader, in the way previously agreed upon, throws him the ball, which he catches and returns. Immediately he runs back to his seat. As soon as he is seated, the next player in the row runs to the mark in the aisle, and catches the ball. So the game goes on, with the players running in turn, and each starting as soon as the previous player has seated himself. Any one who throws with the wrong hand, or in the wrong way, or when he is not on the mark or line, makes a foul, and must repeat the play. When all have run, the leader returns to his desk and seats himself with the ball in front of him. Then every one in the row assumes "position." The first row that succeeds in doing this scores a point, and the row that first scores five points wins the game.

## ✓ 7. \*BEAN BAGS IN A CIRCLE.

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** Bean bags.

The players, standing several feet apart, form a circle. The bean bags are distributed to players who are at equal distances from each other in the circle. Each player who holds a bag turns and tosses it to his next neighbor at the right, and instantly faces his neighbor at the left, ready to receive the next bag.

All the bags should be in motion at once. If it is desired, a forfeit may be required of the one who fails to catch a bag, or he may be dropped out of the circle. Balls may be used in place of bean bags, and the game made more difficult by having the balls or the bean bags of various sizes. The most rapid game can be played when the number of bean bags is only one less than the number of players.

### 8. \* **TEACHER AND CLASS.**

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** Bean bags.

Every eighth player is appointed as a teacher. The other players form a line as pupils. The teachers face them, standing from ten to twenty feet away. No. 1 teacher tosses a bean bag to No. 1 pupil, who catches it, and immediately throws it back. The teacher then moves down opposite No. 2 pupil, and tosses the bean bag to him, and catches it when he tosses it back. So he goes on down the line. When he has reached No. 3 or No. 4 pupil, No. 2 teacher begins tossing to No. 1 pupil. The other teachers follow at equal intervals. When a teacher reaches the end of the class, he returns, and tosses again to No. 1 pupil. Whoever fails to catch a bean bag, whether teacher or pupil, goes to the foot of the class. If a teacher fails, his place is supplied by No. 1 pupil. Variations may be made by having each

player bounce the ball, or throw it, or clap hands before catching it.

---

### 9. \* **CRISS-CROSS.** ✓

**Grade:** Grammar, High.

**No. of Players:** 4 to 60.

**Apparatus:** Bean bags, half as many as there are players.

The players are divided into groups of not more than ten, and these groups play each a separate game. In each group, sides are chosen, which stand facing each other at a distance of eight or ten feet; and the bean bags are given to the players of one side. The player at the right end of the bean bag row is No. 1 of that line. He begins the game by throwing his bag to the player opposite him in line, who catches it and throws it back. No. 1 of the bean bag row then throws his bag to No. 2 of the opposite line, and so on until he has come to the last player, after which he begins again with No. 1. But, meanwhile, as soon as No. 1 of the bean bag line has received his bag after his first throw, No. 2 of the same line begins throwing to No. 1 of the opposite line, and so on. In like manner, when No. 2 has received his bag after his first throw, No. 3 begins; and this continues until all the players in the bean bag line are throwing, each beginning as soon as his right-hand neighbor has made his first play. Score is kept of the number of times each side drops a bag; and, when the time limit has expired, the side that has dropped the fewer bags wins.

### 10. \*END-TO-END BEAN BAG.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** 2 bean bags.

The players divide into two sections, and, standing close together, form in each section two parallel lines, A and B, five feet or more apart. At a given signal the first player in line A runs half-way across to the first player in line B, and tosses him the bag. Line A moves up to fill the space vacated by the first player. Meanwhile the bag is passed along line B until it reaches the last player, who runs with it half-way across to the last player in line A, tosses the bag to him, and takes the place beside him. The bag then passes up line A, while line B moves down to fill the place left vacant by the last player. Finally, the first player of line A steps into the vacant place in line B, and so becomes the first player in line B. The game is then repeated as before, and continues until the player who started at the head of line A has moved down line B and back up line A to his original position. The section which accomplishes this first wins the game.

---

### 11. \*CIRCLE BALL.

**Grade:** Upper Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** Ball.



The players form a ring. One player tosses the ball to another player, who must catch it, and toss it to some one else in the ring. The tosses should be in quick succession and in unexpected directions. Variations may be made by bouncing the ball, by clapping the hands before catching it, or by having the person who fails to catch it sit down. The game may also be played with all the players seated.

---

## 12. \* CALLING NAMES.

**Grade:** Upper Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** Bean bag.

The class divides into two equal parts, which stand on opposite sides of the central aisle, with the players of one side facing the players of the other, and with each player standing beside a chair. One of the players takes the bean bag, and the teacher begins to count ten. Before the teacher has finished counting, the player who holds the bean bag must call the name of some one on the opposite side, and throw the bag to him. The player whose name has been called catches the bag, calls the name of one of his opponents, and throws the bag back. In this way the game continues until the time limit has expired. Any player who fails to throw the bag before ten is counted, or who aims badly, or who fails to catch a bag thrown to him, must sit down. The side which has the smaller number of players seated at the end of the time wins the game.

### 13. BOX BALL.

**Grade:** Grammar, High.

**No. of Players:** 6 to 20.

**Apparatus:** Box for each player; ball; small stones.

The boxes are placed in a row on the floor. The players stand in a line at some distance from them, each player opposite his own box and facing it. The player at the right of the line tosses the ball into any one of the boxes. All the players scatter except the one into whose box the ball has fallen. He runs, picks up the ball, and tries to throw it so as to strike one of the other players. If he fails, he has a stone put in his box. Then the other players form in line as at first, and he starts the game again by tossing the ball into some one of the boxes. If, however, he succeeds in hitting the player he aims at, the player who is struck is the one who receives a stone, and who starts the game again. If any one fails in his attempt to toss the ball into a box, he also receives a stone; and the player next him in line makes the attempt. When a player has five stones in his box, he goes out of the game; or, if it is preferred, he pays a forfeit.

---

### 14. \*BEAN BAG TARGET.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Five bean bags for each group of nine or more players.

For every group of nine or more players three concentric circles, one, two, and three feet in diameter, are drawn on the floor; and about twenty feet from the circles a straight line is drawn to serve as base. In each group a referee is appointed, and sides are chosen. The players alternate from the two sides, and each in turn stands with his toe on the line, and tosses the five bean bags, one after another, toward the circles. Each bean bag that falls within the inner circle counts fifteen, each within the second circle counts ten, and each within the outside circle five. The game can be made more difficult by decreasing the size of the circles or by increasing the distance between the circles and the base line.

If it is wished, a board can be substituted for the circles on the floor. The board should be about two and a half by two feet, with a large hole cut near the upper left-hand corner and a small one near the lower right-hand corner. It should stand at an angle of forty-five degrees. The count, when a board is used, is fifteen for every bag thrown through the small hole, ten for every one through the large hole, and five for every bag remaining on the board at the end of the player's turn.

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### 15. \*BEAN BAG OVER THE HEAD.

Grade: Grammar, High.

No. of Players: 10 to 25.

Apparatus: Bean bag.

One player is chosen to throw the bean bag. He stands in front of the other players with his back to them, takes the bean bag, and tosses it over his head with both hands. Each of the other players tries to catch it. The one who is successful is the next to throw the bag.

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## 16. DROP BALL.

**Grade :** All.

**No. of Players :** 10 to 60.

**Apparatus :** Tennis ball.

One player stands in the centre, and the rest form a ring round him. The player in the centre tosses up the ball, and calls the name of any one of the players in the ring. The player whose name has been called tries to catch the ball before its second bounce. If he succeeds, he changes places with the player in the centre. If he fails, the player in the centre continues until some one does catch the ball. When a player has failed three times, he must go into the "scrub" circle, which begins playing as soon as there are four players in it.

The game may be made more difficult by drawing a chalk circle, inside which no player may step until his name has been called. The breaking of this rule counts the same as a failure in catching the ball.

**Variation: Catch Ball.** This game is played in the same way as Drop Ball, except that the players run freely about the room instead of standing in a

ring. The player who tosses the ball may call the name of some one who is at a considerable distance, so that great speed and alertness are required to enable the player whose name has been called to catch the ball before its second bounce. When a player has failed three times, he is out of the game.

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### 17. \* DEAD BALL.

**Grade:** Upper Primary.

**No. of Players:** 10 to 60.

**Apparatus:** 1 to 3 soft balls.

The players stand in the aisles between the desks. The teacher tosses the balls into the air. Any one who catches a ball, and tosses it at some other player. This other one may either dodge the ball or catch it. If he catches it, he tosses it at some one else; but, if he is struck by it, he is dead, and must sit down. The game is played until only one person is left standing. The balls must always be tossed, not thrown.

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### 18. \* GUESS BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 25.

**Apparatus:** Soft ball.

All the players but one form in a line. The remaining player stands several feet in front of the others, with his back toward them, and counts aloud to any given number. Meantime the ball is passed

back and forth along the line. When the given number is called, the person who then holds the ball throws it so as to strike on the back the player who stands in front. If this player is hit, he turns quickly, and tries to guess by the attitudes of the players which of them threw the ball. If he guesses correctly, the player who threw the ball changes places with him. If he does not guess correctly, he remains in front, and the game is repeated. If the player in the line fails to hit the one in front with the ball, they change places.

**Variation: Ball Tag.** The players are arranged in two lines facing each other, about forty feet apart. One side sends out a player who stands half-way between the lines, facing his own side. His opponents have the ball, and the game proceeds as in Guess Ball. If he guesses correctly, his side may choose a player from the opponents to join their line; and the player in the centre may continue until he fails to guess correctly, when he returns to his place, and the other side sends out a player to guess. The side having the most men at the end of the game wins.

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## 19. STOOL BALL.

**Grade :** Grammar, High.

**No. of Players :** 10 to 30.

**Apparatus :** Tennis ball ; stools, one less than the number of players.

The stools are placed in a circle several feet from each other. Back of each stool stands a player, in any position previously agreed upon, such a position, for instance, as "heels together and hands on the hips," or "feet apart and hands out to the side." In the centre of the circle stands the bowler, who tosses the ball at any one of the players. If the player at whom the ball is tossed succeeds in batting it with his hand, all the players behind the stools change places. The bowler catches the ball or picks it up, and then throws it so as to hit any player who is out of the required position. The one who has been hit changes places with the bowler. If no one has been hit, the game is repeated with the same bowler. If, at any time, the ball is not batted back, the bowler repeats the throw until it is. A variation may be made in the game by having the player who has been hit fall out of the game instead of having him change places with the bowler.

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## 20. ENGLISH STOOL BALL.

**Grade:** Upper Grammar, High.

**No. of Players:** 5 to 20.

**Apparatus:** Stool ball.

A stool is set upon the ground, and a line is drawn at some distance from it. One of the players stands beside the stool. The others stand on the line, and one of their number throws the ball with the intention of striking the stool. The player near the stool tries

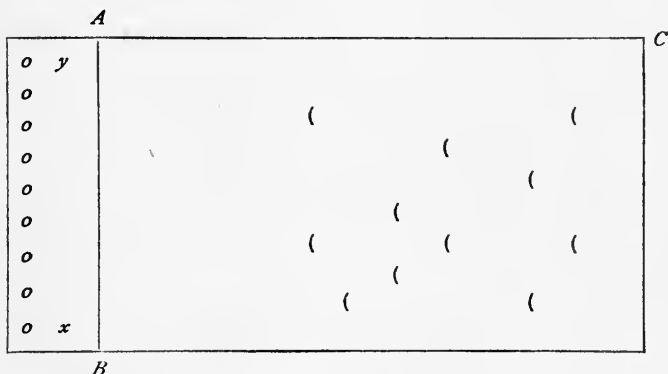
to prevent the ball's striking by batting it away with his hand. If he succeeds, he scores one. But if the ball strikes the stool, he is "out," and the thrower of the ball takes his place. He is also "out" if any player catches the ball after it has been batted back, in which case the catcher takes the place of the one at the stool. Any number of points may be decided on as game, and he wins who first scores the required number.

## 21. GERMAN BALL GAME.

Grade: Grammar, High.

No. of Players: 10 to 30.

Apparatus: Bat; ball.



An oblong about fifty by eighty feet is marked in an open space outdoors. Across one end is drawn a line, A B, parallel to the end line, and about ten feet distant from it. A goal, C, is marked at the



opposite end of the space in one corner. Sides are chosen, and one side takes possession of the smaller oblong. One player of this side is pitcher, and stands at position  $x$ , diagonally opposite the goal. All the other players are batters, and stand in line at the rear of the space. The first batter is at  $y$ . The players of the other side are all catchers, and stand here and there in the larger space. The pitcher throws the ball, and the batter tries to strike it. If he does not succeed the first time, he tries until he does succeed. He then hands the bat to the next batter in the line, and runs to the goal and back as quickly as possible. The players of the other side try to catch the ball. If they fail in that, they pick up the ball and try to hit the runner with it. If they succeed in doing either the one or the other, their side scores one. If they fail in both, the side of the runner scores one. The game is repeated with the batters serving in turn until the catchers have scored three points. The sides then change places, the catchers becoming batters and the batters becoming catchers. The game ends when one side has scored twenty-five points.

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## 22. TARGET BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 25.

**Apparatus:** Ball.

One player is chosen to be thrower. The other players are runners, and stand in a row along one

side of the room. The thrower stands several paces distant from them toward the centre of the room. At a given signal the first runner starts, runs around two sides of the room, and stops on the farther side, opposite the last player in the line of runners. During the run the thrower tries to throw the ball so as to hit the runner. If he succeeds, the one whom he has hit remains opposite the line of runners, and a second runner is called out. The game continues in this way until the thrower fails to hit. The runner who has escaped then becomes thrower, and the thrower takes his place as the last runner in the line. After this the game goes on as before. When all the runners have been hit, the game ends. The thrower who has hit the greatest number of runners wins.

### 23. DODGE BALL.

**Grade:** All.

**No. of Players:** 20 to 60.

**Apparatus:** Ball.

Sides A and B are chosen, and the players of A stand in a circle round those of B. The A's try to throw the ball so as to hit the B's, while the B's attempt to save themselves by running and dodging inside the circle. The A's may pass the ball among themselves as much as they choose, and leave the circle when it is necessary to regain possession of the ball; but, while they are out of the circle,

they may not throw at their opponents. They must either return or throw to one of their own side. When a B has been hit, he is killed, and must stand in the circle with the A's and help them kill the remaining B's. The last B who is killed is the winner. The game is then repeated with the sides reversed, the B's being in the circle and the A's in the centre. Finally, the two winners play off the game inside a circle formed by all the other players.

**Variation: Dodge Ball with Time.** In this game the players who are killed do not join their opponents, but go out of the game until all on their side have been killed. The time taken to do this is recorded. The game is repeated with the sides reversed, and the side that is the quicker in killing all its opponents wins. In other respects the game is like Dodge Ball.

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## 24. LAWN BOWLS.

**Grade:** Grammar, High.

**No. of Players:** 4 to 20.

**Apparatus:** Colored ball for each player, half the balls of one color, half of another; ball of a third color.

This game may be played in a level place out of doors or in the gymnasium. Sides are chosen, and the balls are distributed so that all the players on a side have balls of the same color. The leader of one side takes the jack, which is the ball of the third color, and throws it to a considerable distance. The

other players, alternating from the two sides, stand in turn at the place from which the leader threw, and throw their balls, trying to have them lie as near the jack as possible. When all have thrown, the side which has a ball lying nearest the jack scores. The count in the score is one for each ball that lies nearer the jack than the best ball of the opposing side.

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## 25. ROLL BALL.

**Grade :** Grammar, High.

**No. of Players :** 2 to 20.

**Apparatus :** Ball.

A line is drawn to divide the gymnasium floor into two courts. On each side of this line, parallel to it, and seven or eight yards from it, is drawn a boundary line. The players divide into two equal parties, A and B; and each party takes possession of a court, and stands there behind the boundary line. The first player of A comes forward, and takes his place on his boundary line with the ball on the line beside him. The first player from B stands opposite on his boundary line. The A player then tries to send his ball across B's line by batting it with his hand or his fist. The B player tries to prevent the ball from crossing his line by running to meet it and batting it back without first stopping it. If the A player fails to send the ball across the middle line, B scores a point. But, if the ball crosses the middle line and B fails to bat it back before it crosses his boundary line, A

scores a point. The game continues between these two players until one of them scores a point or makes a foul. Then two other players take their places. Fouls are (1) stopping the ball before batting it back; (2) batting the ball so that it goes higher than the knees of the player; and (3) sending the ball so that it lodges in a piece of apparatus before it crosses the middle line. If the ball lodges in the apparatus after it has crossed that line, no foul has been made; and the player on whose side the ball is may roll it out a short distance in a direction parallel to the middle line, and from there bat it. If the ball hits the wall, it is still in play, and no foul has been made. Each foul scores one for the opponents' side. The side which first scores thirty points wins the game.

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## 26. KICK-OVER-BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Basket ball or volley ball.

The players choose sides, A and B; and the sides sit on the floor in two rows facing each other, with their hands on the floor behind them and their feet stretched out in front of them, leaving space, however, so that the ball can be rolled between them. A goal is marked at one end of the room, equally distant from both rows. The player who is at the farther end of the row from the goal, is the scout for his side. The umpire rolls the ball down the centre from whichever

end of the line he chooses. Each player tries, as the ball passes, to kick it so as to send it over the heads of his opponents. If a player in A succeeds in doing this without removing his hands from the floor, the A scout runs to the goal, and then returns and sits down at the goal end of his line, in the place left vacant by the moving of the line away from the goal. Meanwhile the B scout picks up the ball, and seats himself at the goal end of his line, opposite the A scout. If the A scout is the first to get seated, his side scores two, one for the kick-over and one for the goal-run; but, if the B scout is the first seated, the side A scores only the one for the kick-over.

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## 27. BOUND BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Rubber ball.

A line is marked on the floor. A leader and a score-keeper are appointed; and the other players divide into two equal parties, which take their positions on opposite sides of the line, about five feet from it. The players of each party separate, so that each individual has a space about five feet square in which to move. The leader of the game takes his place at one end of the line, and the score-keeper at the other. The leader throws the ball into the midst of the players so that it will rebound from the floor as near as possible to the line. After the ball has bounced,

the player who is then nearest it strikes it from above; and either he or some of the players of his side continue to strike it after each rebound, until an opportunity offers to bounce it across the line. Whoever strikes the ball when it has not rebounded from the floor, or fails to strike it after the first rebound, or fails to strike it from above, or permits it to roll on the ground, makes a foul. The side that first has twelve fouls scored against it loses the game.

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## 28. BOUNDARY BALL.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** Basket ball.

The ground or floor is marked out in a rectangle about fifteen by thirty feet, and the rectangle is divided in halves by a line drawn across the centre of it. Sides are chosen, which take their places in their respective fields, and stand facing each other in two rows about ten feet from the centre line and parallel to it. Any player may start the game by throwing the ball into his opponents' field. His opponents catch the ball, or, if it is rolling, stop it. Their line then advances or retreats, so as to cross the spot on which the ball was caught or stopped. The catcher of the ball next throws it back to the first side, which in its turn must catch or stop it. This continues until one side succeeds in passing the ball across the outer boundary of its opponents' side. ✓

## 29. HAND FOOT-BALL.

**Grade:** Grammar, High.

**No. of Players:** 6 to 16.

**Apparatus:** Basket ball.

A court is marked about fifty feet long and twenty feet wide. The players divide into two equal teams, and each team chooses a kicker. The teams stand facing each other at opposite ends of the court, each drawn up in a straight line about ten feet from the end boundary, with its kickers about ten feet in advance of the line of players. Half-way between the two kickers, but at the side of the court, stands the teacher, or leader, who acts as umpire, and starts the game by throwing the ball so that it will strike between the kickers. Each of these players tries to kick the ball so as to send it over the heads of his opponents in line, but those who are in line prevent the ball from passing over them by striking it back with their hands. They must not, however, leave their places, nor grasp nor kick the ball. The kicker who succeeds in sending the ball over the heads of his opponents wins the game for his side.

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## 30. ONE-LEGGED FOOT-BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Bladder ball that can be kicked easily.

At the two ends of the room are marked goal lines. The distance between them varies according



to the number of players, being always large enough to allow the players to run about freely. Sides are chosen, and two captains appointed. Then the ball is put into play between the two captains. Each player stands with his right foot held in his left hand or his left foot in his right hand. With his free hand or with the foot on which he is standing, he tries to hit the ball. The object of the game is to force the ball over the opponents' goal line. Each goal so made scores one. After the goal has been made, the ball is again put into play at the centre. A variation may be made in the game by having the players assume the same position as before, but hit the ball only with their free hands. Or the players may stand on both feet and run about freely, and hit the ball with either hand. The ball must in no case be thrown. The game is best adapted to boys.

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### 31. CORNER BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Basket ball.

A line is drawn across the centre of the gymnasium floor, and four six-feet-square goals are marked, one in each corner. The players are divided into two equal teams, which take their positions on opposite sides of the centre line. Each team appoints two goalmen, who stand in the goals on their opponents' territory, opposite their own side. The object of the

players on each team is to throw the ball to either of their own goalmen. Whenever a goalman, without stepping outside his own goal, succeeds in catching a ball which has not been touched by an opponent, he scores one for his side. The opposing team try to intercept the ball as it is thrown ; and if, before it is caught, they can in any way touch it without entering a goal, they score one. The players are numbered, and throw in turn, the sides alternating. A thrower must not advance beyond the middle line. A game is ended when all the players on each side have thrown. The side having the larger score wins.

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### 32. \*CENTRE BASE.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Bean bag or ball.

One player takes his place in the centre, and the other players, standing a little apart from each other, form a ring round him. The player in the centre tosses the bean bag to any one in the ring, and then runs out. The player to whom the bag is tossed must catch it, carry it to the centre of the ring and put it down, and then chase the one who tossed it, who meanwhile attempts to get back to the centre and touch the bag before he is tagged. If the chase continues too long, time may be called at the discretion of the teacher. If the one who tossed the bag is tagged, he may either go out of the game or take the

place in the ring left vacant by the one who has tagged him. If he is not tagged, he tosses again from the centre.

If the game is played in the school-room, the centre desk can be used as a base, and the players may vault over the chairs in the course of the chase.

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### 33. CENTRE STRIDE BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Large ball.

One player stands in the centre, and the other players form a ring round him by standing with their feet apart and with each foot touching a neighbor's foot. The player in the centre tries to send the ball out between the players' feet by batting it with his hand so that it will roll along the floor. The players protect themselves by batting the ball back. If any player fails to do this, and so allows the ball to pass out between his feet or at his right side, he must change places with the player in the centre.

If the circle is large, there should be two players in the centre and two balls in play.

The game may also be played with variations. The players may kick the ball instead of batting it; or they may keep the ball moving round the circle, either to the right or the left, so that the player in the centre has difficulty in getting an opportunity to bat the ball out.

### 34. \* MEDICINE BALL.

**Grade:** All.

**No. of Players:** 6 to 60.

**Apparatus:** 2 or more basket balls, medicine balls, or other large balls of uniform size and weight.

The players are divided into two or more files, according to the number of players or the number of balls obtainable. The players in each file stand at equal distances from one another, and the leader of each file holds a ball. The positions of the leaders and of those in the rear end of the files are marked on the floor. At a signal each leader passes the ball between his feet to the one behind, who, in turn, passes it along between his feet to the next player, and so on to the end player, who, after making sure that the ball has touched the mark on which he stands, runs with it as fast as possible to the leader's position in the front of the file, and immediately starts it down the line again as before. Every time a player runs forward with the ball, the others of that file all move backward somewhat, in order to give the runner room in front and keep the spaces equal. The ball must always pass between the feet of every player in the file; and, if a crooked pass sends it out to one side, it should, as soon as possible, be brought back to the line, and started along by the player next in turn. The file which, having complied with these requirements, soonest gets back to its original position, wins.

**Variation: Arch Ball.** The ball, instead of being passed between the feet, is thrown backward over the head from one player to another. In all other respects the game of Arch Ball is identical with that of Medicine Ball.

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### 35. TOUCH BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Medicine ball or any unwieldy object.

One player is chosen to stand in the centre, and the other players form a circle round him. Space is left between the players, so that the one in the centre can run in and out. The ball is passed here and there in any direction among those in the circle, and the one in the centre tries to touch it. If he succeeds in touching it while it is held by one of the players, that player changes places with him. If he touches it while no one is holding it, the one who had it last must change places with him. A player on going into the centre cannot at once touch the ball, but must wait until some other player has handled it. To make the game a success, the players should co-operate to keep the ball from the player in the centre, and should tease him, and make various feints.

**Variation: Circle Catch Ball.** In this game a lighter ball should be used, one that can be readily thrown and caught. The object of the player in the centre is to catch the ball. A mere touch does not count. Except for this the game is like Touch Ball.

### 36. BOWL BALL.

**Grade:** Grammar, High.

**No. of Players:** 6 to 30.

**Apparatus:** Indian club for each player; basket ball; handkerchiefs for half the number of players.

Sides are chosen, and a circle is formed in which the players stand not less than six feet apart, with the players of one side alternating with those of the other. The Indian clubs belonging to one side are marked to distinguish them from the others by tying a handkerchief round each one of them, and then each player sets his club on the floor behind him. The object of the game is to knock down the opponents' clubs with the ball, and at the same time to protect one's own club. The ball is given to any player to start the game. This player may throw the ball immediately at an opponent's club or may pass it to a player of his own side. The ball must always be rolled on the floor, or must at least have touched the floor, before it knocks down a club or is caught by a player. When a club has been knocked down, it must be set up again immediately, and, if the owner of the club has the ball in his possession, he must set up his club before he bowls the ball. A side scores a point for every time an opponent's club is knocked down, whether it is knocked down by the ball or by the movement of its own guard. The side which has the larger score at the expiration of the time limit wins.

The interest of the game is greatly increased by having two or more balls in play at the same time.

### 37. BOMBARDMENT.

**Grade :** Grammar, High.

**No. of Players :** 10 to 60.

**Apparatus :** Indian clubs, half as many as there are players; balls or bean bags, half as many as there are players.

Sides are chosen, and on each side half the players are appointed as guards and half as bowlers. A line is drawn to divide the floor into two equal fields, one for each side; and the ninepins are distributed to the guards of the two sides, who set them up in the rear of their respective battlefields. The pins should be arranged at equal distances from each other in rows that are themselves at equal distances apart, and in such a way that the pins of one row alternate with those of the next. Each guard stands by his own pin to protect it, and, if it is knocked down, to set it up again. The bowlers, each armed with a ball or a bean bag, stand between the guards and the centre line. The object of the game is to knock down the opponents' pins. After the play has been begun, the balls may be thrown at any time until the game is ended. The bowlers are kept supplied with ammunition by the guards on their side, who pass to them all the balls that come into their territory. Each side scores for every time that one of its opponents' pins is knocked down, whether it be by a ball or by a player. No player is allowed to cross the centre line. The side having the larger score when the time limit has expired is the winning side.

The game may be varied by letting each player have both a bag and a ninepin. It may also be varied by allowing the pins to remain down when they have been knocked over, the object being, in that case, to see which side can longest keep its pins from being all knocked down. In both variations it is allowable for the players to protect each other's ninepins as well as their own.

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### 38. STRING BALL.

**Grade:** Grammar, High.

**No. of Players:** 2 to 20.

**Apparatus:** Ball attached to a rope; object on which to hang the ball.

The ball is hung from a piece of gymnastic apparatus, or, if the game is played out of doors, from the limb of a tree. The players stand about it in a circle. One player starts the game by striking the ball with his hand: the others try to catch the ball before he can hit it again. If they do not catch the ball, he scores one; and he continues to score one for each time he hits the ball until the ball is caught. Then the catcher strikes the ball, and the game goes on as before.

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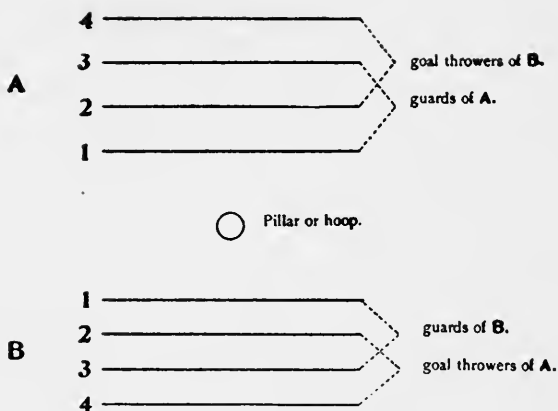
### 39. PILLAR BALL.

**Grade:** Grammar, High.

**No. of Players:** 8 to 40.

**Apparatus:** Basket ball or volley ball; pillar.





A line is drawn round the pillar eight feet from the floor, and another ten feet from the floor. A space is left, and then on each side of the pillar are drawn four parallel lines (1, 2, 3, and 4 in diagram) for the players to stand upon. The players divide into two sides, A and B, half the A players standing on lines 1 and 3 of their own side of the field, and half on lines 2 and 4 of the opposite side of the field. B arranges its players in a similar manner. The players standing on lines 1 and 3 are guards: players standing on lines 2 and 4 are goal throwers. All players face the pillar and keep one foot on the line, although they may pass from side to side as far as to the next player. The game is started by the umpire, who throws the ball up in the air in the central space. Two selected guards, one from the first line of each side, jump and strike at the ball, and then return to

their places in line. Each side tries to pass the ball as quickly as possible to its goal throwers in the fourth line, these being the only ones privileged to throw directly at the pillar. The others merely help in passing the ball. The guards of both sides try to prevent the goal throwers on their side of the pillar from getting the ball or from hitting the pillar, and also pass the ball to their own goal throwers on the opposite side of the pillar. The goal players try to make the ball strike their opponents' space on the pillar; that is, the space between the two horizontal lines.

Stepping off the line with both feet, hugging, batting, or kicking the ball, pushing, and rough play are all fouls. So, too, is striking a player, although it is allowable to strike a ball out of a player's hands, so long as the player himself is not struck. When a foul is made, the goal throwers of the opposite side have a free throw for the pillar.

A strike made from the field counts two points: one made by a free throw after a foul counts one point. If, after a free throw, the ball fails to strike, it is in play; and the game goes on as before.

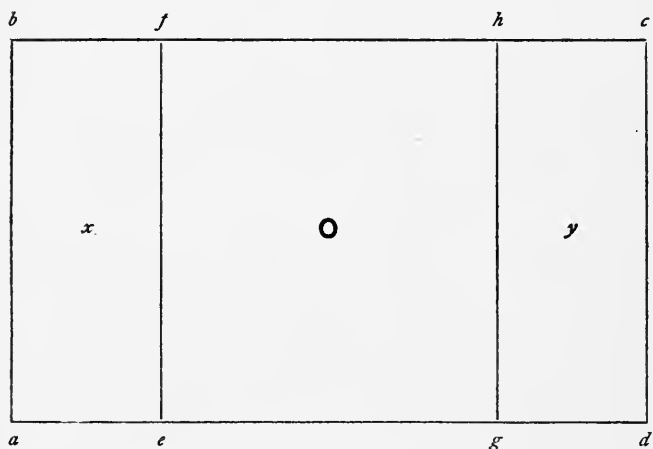
The game may be varied by having a ring or hoop in place of the pillar, the object being to send the ball through the hoop. The hoop should be suspended ten feet from the ground.

## 40. FLYING TARGET.

**Grade:** High.

**No. of Players:** 10 to 40.

**Apparatus:** Basket ball; tennis balls, half as many as there are players.



Out of doors a rectangular field,  $abcd$ , is marked, and the lines  $ef$  and  $gh$  are drawn across the field parallel to the end lines, so as to form two smaller rectangles,  $x$  and  $y$ . Indoors two opposite sides of the rectangle,  $ad$  and  $bc$ , may be formed by the walls of the room; but the other two sides,  $ab$  and  $dc$ , must be drawn a few feet away from the walls, so as to leave a space beyond each end of the rectangle. An umpire is appointed, and sides are chosen. The players of one side stand here and there in  $x$ , and

those of the other scatter in  $y$ . The best throwers in  $x$  take the tennis balls, and stand in front. The umpire stands in the centre, and holds the basket ball. The game is started by the umpire's throwing the basket ball straight up in the air fifteen or twenty feet. The throwers in  $x$  try to throw their tennis balls so as to hit the basket ball before it comes to the ground. Meanwhile the players in  $y$  try to catch the tennis balls, and, failing in that, try to keep them from crossing the rear line,  $cd$ . For every time the basket ball is hit, the team in  $x$  score six points, and for every tennis ball that crosses the rear line,  $cd$ , they score three; but for every tennis ball that is caught the team in  $y$  score a point. After every throw by the umpire the points scored are counted, and the difference credited to the proper side. After every throw, too, the sides change in their play; and those who were throwing take their turn at catching.

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#### 41. BALL HIT. ✓

**Grade:** High.

**No. of Players:** 8 to 20.

**Apparatus:** Tennis ball.

The players are divided into two teams, which have their innings alternately. Chalk circles, large enough for one player to stand in, are used as goals, and as many of them as there are players on one team are marked off at some distance apart from each other in a square or a circle. When team A has its inning,

each A player stands in a goal, while team B is free in the enclosed space. Team A starts the game by the preliminary play of tossing the ball once round the ring from player to player. The object thereafter is to put out the B men, one at a time, by hitting them with the ball. In order to accomplish this, the A players may pass the ball from one to another in their own team until a good chance offers to hit one of the B's. During the passing among the A's the ball must be tossed; but, when an attempt is made to hit a B player, the ball must be thrown. An A may leave his goal to catch a ball, if necessary, but must have at least one foot in it when throwing to put out a B. Any infringement of these rules is a foul, as is also, a failure to hit a B when a throw is attempted. Five fouls put a player out. When half the players of either team are out, the inning is ended. The score is found by counting the difference between the numbers of players left on the two teams, the difference being credited to the team having the greater number. The next inning then begins with the position of the teams reversed, B playing in the goals, and A in the centre. The game may consist of any even number of innings previously agreed upon.

The difficulty and interest of the game may be increased in several ways: (1) the number of fouls that disqualify a player may be reduced (even to one, with skilful players); (2) when an A player in a goal attempts to put out a B, he may be required to call

out correctly the name of the B he intends to hit; (3) the B players in the centre may be deprived of any part of the floor space, as, for example, by grouping benches in the middle of it, so that the B's have to dodge round the outside of the benches; (4) three less goals may be used, and three men reserved from each team to fill the vacancies in their teams as fast as they occur, in which case the fourth man out on either side ends the inning, and the score made is one.

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## 42. BALL STAND.

**Grade:** Grammar, High.

**No. of Players:** 6 to 60.

**Apparatus:** Free wall space in a room; ball.

The players are numbered, and stand near one corner of the room. One of them bounces the ball against the wall, calling, at the same time, one of the numbers given to the players. Thereupon all the players except the one whose number has been called run as far away from the ball as they can. He, on the other hand, runs toward the ball, and gets it as quickly as possible. As soon as he has it, he stands still, and calls "Ball Stand!" Then each player must stop running, and, without turning his head, stand with his back to the one who has the ball. The latter, after taking time to aim, throws the ball to hit some one on the back. If he is successful, the one who has been struck calls out, "Hit!" Upon that

the other players run; while the one who has been struck picks up the ball, and calls "Ball Stand!" The game continues as after the previous calling of "Ball Stand!" If no one has been struck, all the players return to the corner, and the one who failed to hit starts the game as before. Count must be kept of the number of times each player fails, and for every failure a forfeit must be paid at the end of the game.

**Variation: Line Ball Stand.** As many figures as there are players are marked in numerical order in a row opposite the free wall space, and the players take their positions on them. The leader throws the ball against the wall, and names one of the figures. The player who stands on the figure named tries to get the ball as quickly as possible, while the other players try to bat it away from him with their open palms. At the same time they try to keep out of his reach as much as possible. His neighbors at the right and the left are especially active in this, because they know from the first who has been called. If it is 10, for instance, 9 and 11 can both identify him without a moment's delay. When the one whose number has been called succeeds in getting the ball, he cries, "Ball Stand!" The game then goes on as in 'Ball Stand,' with one exception. Whether the throw to hit a player is successful or not, all the players return to the line after it has been made.

### 43. MOUNT BALL.

**Grade:** Grammar.

**No. of Players:** 4 to 60.

**Apparatus:** A small, light ball.

A leader is appointed, and the other players range themselves in line according to their height. They are then numbered by the leader. The odd numbers become ponies, and the even numbers riders. They pair off, each rider taking the pony to the right of him, and form in two concentric circles, with each rider behind his pony. The ponies stand with feet apart, hands braced on extended knees, and bodies inclined forward. At the signal "Mount!" the riders jump astride their ponies, and the leader puts the ball in play by throwing it to one of the riders, who catches it, and throws it to some other rider. The ball is kept passing among the riders as long as possible; but the ponies make the catching difficult by turning to the right or the left or by facing about, as the ball approaches. When any rider fails to catch the ball, all of the riders dismount and run from the circle, while all the ponies remain in place, except the pony of the rider who missed the ball. The pony picks the ball up, and throws it at his rider, if his rider is within range, and, if not, he throws it at the nearest rider. If no rider is within range, he may throw the ball to a pony who is nearer than he is; and this pony then throws the ball at a rider, preferably at the one who missed the ball. The rider who



is aimed at may fall to the ground or jump upward to avoid the ball, but may not otherwise leave his place. The ball should strike him on the body. Hand and foot touches count only when the rider is off the floor, in jumping to avoid the ball. If the rider is properly hit, the players exchange places, the riders becoming ponies, the ponies riders, and the game continues. If the throw is unsuccessful, the game proceeds as at first. The ball must not be held by any player, but must be kept in active play throughout the game. Each rider tosses it as soon as he receives it, no matter what position he is in when it comes to him. The leader of the game gives the signals "Mount!" and "Dismount!" and determines "hits" and "misses."

The game may be varied by instructing the riders to run into the circle after dismounting instead of running away from it. When the game is played in this way, all but the one at whom the ball is to be thrown should kneel or lie down.

The game may also be played allowing any pony to pick up the ball, and then having the ball thrown at the nearest rider.

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#### 44. WAR.\*

**Grade:** High.

**No. of Players:** 10 to 60.

**Apparatus:** Basket ball.

\* This game is contributed by Mr. J. E. Doldt, Physical Director of the Rhode Island State Normal School.

Two concentric circles are drawn at each end of the gymnasium floor. The size of the circles depends on the number of players. When there are thirty players on each side, the diameter of the inner circle should be fifteen feet, and that of the outer thirty feet. The inner circle is the fortress, and the space between the two circles is the trench. Behind each trench is drawn a prison ten feet square. The rest of the floor is the battlefield. The players are divided into two teams, which take possession of the two fortresses. Then one side advances to attack the fortress of the other side. The attacking party has the ball, which represents the ammunition; and its object is to throw the ball in such a way that it will strike within the opponents' fortress. The assailants surround the trench, and pass the ball among themselves until a favorable opportunity offers for a well-directed shot. By making this preliminary passing quick, they confuse the enemy, so that the enemy does not know from what quarter to expect the attack. If one of the assaulting party enters the enemy's trench, he may be tagged, and so made prisoner. If the shot, when finally made, is successful, the assaulting party scores one, and all of its men who are held prisoners are set free.

The defending party, during the attack, stand within their trench or their fortress, and try to block the ball. But, if the ball falls into their hands, they rush as quickly as possible to attack the enemy's fortress, and on the way tag, and so make prisoners,

as many as they can of the enemies who are fleeing before them. The tagging must be done with the ball, either thrown or held in the hand. Arrived at the fortress, the attacking party attempt to throw the ball within it, and the game goes on as before. The defending party may go outside of their trench to get the ball if they wish, but they run the risk of being made prisoners by having the ball thrown by the enemy so as to hit them. When a ball is aimed for this purpose, if the player at whom it is aimed touches or intercepts it in any way, he is a prisoner.

Each single point that is made is called a battle, and the side that wins the greater number of battles within the time limit wins the game.

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#### 45. CURTAIN BALL.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Curtain or screen seven feet high.

A curtain or screen is stretched across the centre of the room, so that the players can see neither under nor over it. Half the players stand on one side, half on the other. One player throws or tosses the ball over the curtain, and a player on the other side catches the ball and throws or tosses it back. The object of the game is to make the ball touch the floor on the opponents' side. Every time it does so a point is scored for the side that threw the ball. The game can be made more difficult by keeping more than one ball in play.

## 46. HALEY OVER.

**Grade :** Grammar, High.

**No. of Players :** 10 to 60.

**Apparatus :** Ball; house, out of doors, or curtain, indoors.

Two parties are formed. They stand on opposite sides of a house. A player calls "Haley Over," and throws the ball over the house. One of the opposite party tries to catch it. If he succeeds, he darts round to the other side of the house. There he may either throw the ball to hit one of the players or keep the ball in his hand and tag with it. If he succeeds in doing either, he takes the player whom he has hit or tagged back to his own side, and gives the ball to his opponents to throw again, because it is a disadvantage to throw the ball and an advantage to receive it. If he does not succeed, he stays where he is, with his opponents, and the ball is given to the side he has just left. If no one catches the ball when it is thrown over the house, the side that has failed to catch it calls "Haley Over," and throws it back. The uncertainty as to whether a ball is to be caught from over the roof or whether a player will appear to tag gives point to the game. The side wins which gains all the players. A referee for each side may be appointed if necessary.

The game can also be played by throwing the ball over a curtain stretched in the gymnasium or in a large hall.

## 47. VOLLEY BALL.

**Grade:** High.

**No. of Players:** 2 to 30.

**Apparatus:** Net two feet wide, of length to suit court; volley ball.

A court is marked off seventeen by forty feet if for two players, but larger if there are a greater number, about ten square feet being allowed for each player. A net is stretched to divide the court in halves lengthwise. The top line of the net should be six feet six inches above the floor; and, if the net is stretched between poles, they must be at least one foot outside the lines.

The game consists in keeping the ball in motion back and forth across the net by striking it with the open hand. The ball must not be allowed to go outside the court or to touch the floor.

A member of one side starts the game by standing with one foot on the back line of the court and with the other foot behind the line, and from there serving the ball by tossing it lightly from one hand and batting it with the palm of the other hand. Two trials are allowed to send it into the opponents' court. If a ball in service threatens to strike the net or to fail to enter the opponents' court, another player of the same side may strike it, and, if necessary, still other players of the serving side may do the same; but no player may strike more than twice in succession, and the server may not strike more than once. If, how-

ever, the ball goes outside the court or strikes the net, after having been hit by two or more players on the serving side, the server may not have a second trial. And, if a service strikes a player on the side of the server, the server is out unless the ball bounces into the opponents' court. A player continues serving until he makes two faults in succession during service or until his side does not return the ball.

In returning, as well as in serving the ball, any number of players on the same side may strike the ball to send it across the net ; but no player may strike more than twice in succession. The volleying of the ball continues until one side fails to return it or until it touches the floor.

A ball which hits the net, if not a service ball, counts as a failure in returning. If the ball hits the net during service, it is "dead," and counts as a trial serve. If any one touches the net while playing, it puts the ball out of play, and counts for the opposite side ; and, if any player catches or holds the ball for an instant, that also counts for the opposite side.

If the ball strikes any object except the floor and bounces back into the court, it is still in play.

Each good service unreturned scores one for the serving side, and the serving side also scores whenever the opponents fail to return a ball which is in play. A side only scores when serving. An inning is finished when each player has served in turn, and a game consists of any number of innings previously agreed upon.

## 48. CAPTAIN BALL.

**Grade :** Grammar, High.

**No. of Players :** 14 to 30.

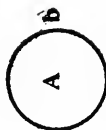
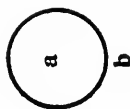
**Apparatus :** Basket ball, volley ball, or indoor base-ball.

The players are divided into two teams, and each team appoints a captain. The positions the players take vary according to the number who take part in the game. A game with fourteen players is as follows : —

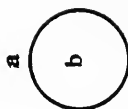
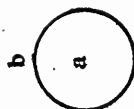
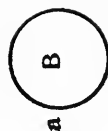
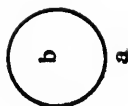
Circles are drawn, and the players stationed as in diagram No. 1. The circles may be from two to five feet in diameter, according to the skill of the players. Three feet is a good average. As will be seen from the diagram, each team has in one-half the field three men (homes) stationed within the circles, and in the other half of the field three men (defenders) stationed outside the circles, and one man who is, at the beginning of the game, stationed in the centre of the field. The homes may not leave their circles, nor the defenders enter them. Each defender must remain near the circle he guards, but the men in the centre may run anywhere except inside the circles.

The object of each team is to pass the ball to its own captain by means of the players in the two circles nearest him, and every ball thus caught by a captain scores one for his team. The captain cannot score a point on a ball received directly from his free centre man nor from any of the defenders on his side, but only from his own homes. The ball is put in play

DIAGRAM NO. I.



**a b**

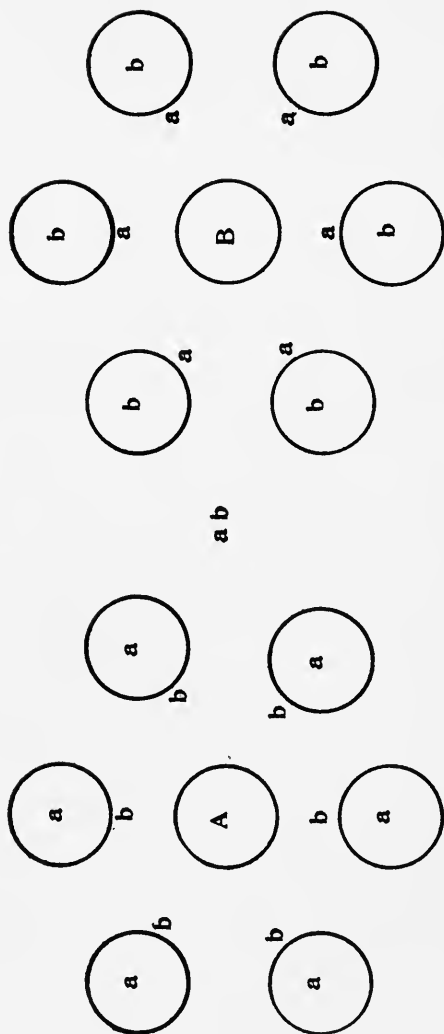


**a**—Players of one team.  
**b**—Players of the opposing team.

**A**—Captain of team **a**.  
**B**—Captain of team **b**.



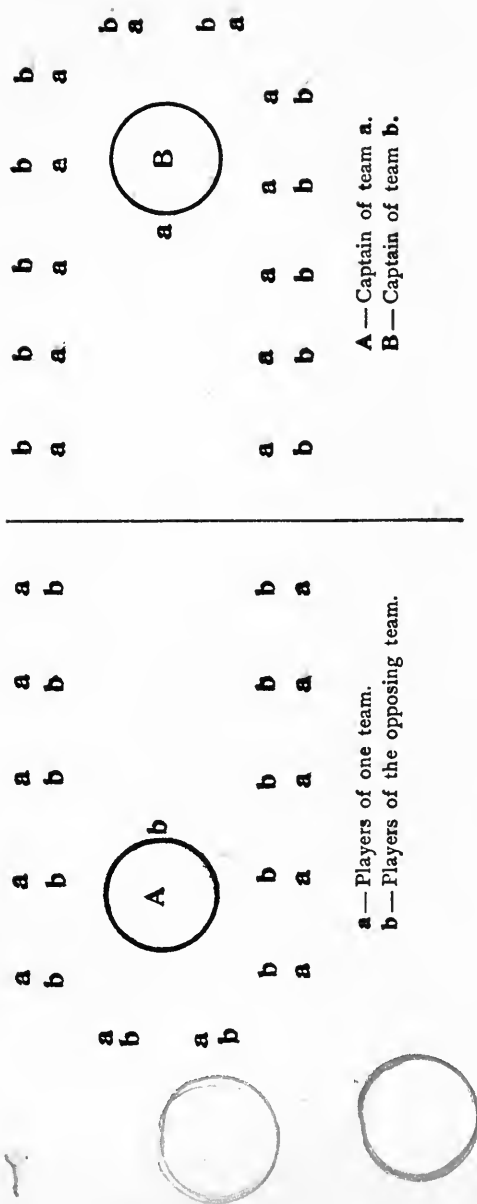
DIAGRAM No. 2.



a — Players of one team.  
b — Players of the opposing team.

A — Captain of team a.  
B — Captain of team b.

DIAGRAM No. 3.



by being tossed up between the two opposing centre players, at least one of whom must touch it before any of the other players are allowed to. Both hands on a ball are necessary to secure it. In case of doubt as to which player first put both hands upon it, the ball should be tossed up again in the centre. The game may consist of two halves of from ten to thirty minutes each, and the team scoring the greater number of points wins. In the second half the players should reverse their positions, so that all those previously standing in the circles shall then be outside and *vice versa*.

The following are fouls: running with, kicking, or handing the ball; snatching or batting the ball from the opponent's hands; holding the ball more than three seconds; bouncing the ball more than three times in succession; unnecessary roughness. It is also a foul if either the defenders or the centre players step with even one foot inside the circles or if a home steps with both feet outside his circle. In case a home jumps to catch a ball and lands on one foot outside, it is not a foul if, without stirring the foot on which he stands, he can and does replace his other foot inside his circle.

When a foul has been made on one side, the ball goes to the other side; and one of the homes of that side has a free chance to throw to his captain, the captain's opponent being allowed to prevent the catch if possible, but no one being allowed to guard the thrower.

If the game is played by more than fourteen, more circles may be used or more free men may play in the centre field. Diagram No. 2 suggests a possible arrangement. The rules for the game remain the same.

When the class is large and the time is limited, the game may be played according to diagram No. 3. The field is divided by a centre line, which the players cannot cross. None of the players have circles but the captains. The rest stand in what is approximately a large ring. Half of them act as homes, and the other half as guards.

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## 49. BALL AND BASES.

**Grade:** Grammar, High.

**No. of Players:** 6 to 20.

**Apparatus:** Ball.

A place is marked for home plate, and three other bases are marked to complete the diamond, as in base-ball. Sides A and B are chosen. No. 1 of side A is the batter, and stands on the home plate. No. 1 of side B is pitcher, and stands not less than five places from him. The pitcher tosses the ball to the batter, who strikes it with his hand as far as possible in any direction, and runs to the first base, and then to the second and the third bases, and to the home plate, or so far as he can, before the pitcher has picked up the ball, and, holding it in his hand, has touched the home plate with it. The batter scores

as many points for his side as he has run bases before the home plate is touched. If the pitcher catches the ball on the fly, the batter is out. If the runner reaches the third base before the ball is returned to the home plate, he may remain there, and try for the home plate when the next batter of his side strikes the ball; and, if he reaches it then, he scores four for his side. Touching all the bases on one run is called a home run, and counts five. After a play has been made, No. 2 of side A takes his place at the home plate, and No. 2 of side B is pitcher. When all the A's have batted and all the B's have pitched, an inning has been played. The B's then come to the bat, and the A's pitch. Any even number of innings constitutes a game.

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## 50. BOSTON BALL.

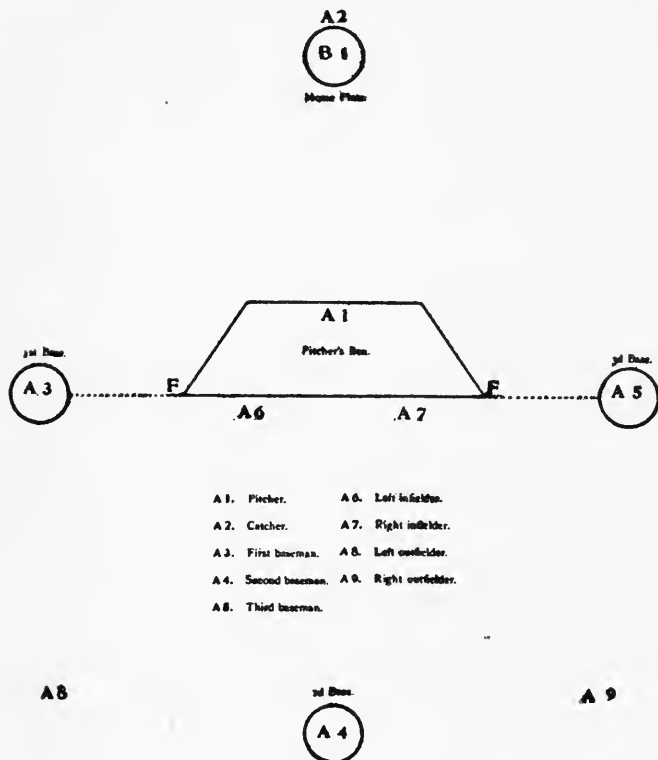
**Grade:** High.

**No. of Players:** 18.

**Apparatus:** Indoor base-ball.

Sides are chosen, called A and B. A is in the field; and B has the first inning, or chance of scoring. B 1 stands on the home plate as first batter. The pitcher holds the ball, and, standing within the pitcher's box, tosses the ball to the batter, who catches it. The object of the batter is to throw the ball, either bowling it on the floor or throwing it no higher than the pitcher's head, across line FF. While he throws, he keeps at least one foot on the home

plate. If he succeeds in his throw, the ball is fair; and he must try to reach the first base before the first baseman catches the ball, which may be thrown



to the first baseman by any player in the field. If the first baseman has the ball in his hand and his foot on the base before the batter, or, as he is now called, the runner, reaches first base, the runner is out. But,

if the runner is not so put out, having reached the first base, he may immediately continue his course to second base and to third base and to the home plate, unless he is put out by being touched with the ball by an opponent when he is between bases, or unless the ball is out of play as the result of having been returned to the pitcher in his box. The first batter having reached the first base or any succeeding base or having been put out, the second batter takes his place at the home plate, and follows the same course as the first batter. Each runner who reaches the home plate scores one for his side. Players B continue to bat in succession until three have been put out. Then half an inning is ended, and the sides change, A coming to the bat and having a chance to score.

When the pitcher prevents the batter's ball from crossing line FF, a strike is recorded against the batter; and, when three strikes have been made, the batter must run, and is entitled to the first base if he reaches it before the first baseman catches the ball. It is to be noted, however, that no player but the pitcher is allowed to prevent the ball from crossing FF after it has entered the box.

The batter makes a foul when he throws the ball across the line running between first and third bases, but outside of points FF or if he throws the ball across line FF above the height of the pitcher's head. Four fouls put the batter out.

If the ball does not cross the line from first to third

bases, it must, unless it is a strike, be played over again. If the ball is caught on the fly, the batter is out.

The ball is in play as soon as it leaves the batter's hands, except in case of a foul. After the ball has been put in play, it remains in play until it is in the pitcher's hand and he is in his box.

If the first batter is left on first base when the second batter throws a fair ball or when he has made his third strike, the first batter must reach second base before he is put out. Under these circumstances, he is forced; and, to put him out, it is only necessary for some one of the opposing team to reach the base with the ball before he reaches the base. Touching the base with any part of the body entitles a player to a base.

A runner is forced from first base when the batter throws a fair ball or makes three strikes; he is forced from second base when first base is occupied by a runner and the batter throws a fair ball or makes three strikes; and he is forced from third base when first and second bases are occupied and the batter throws a fair ball or makes three strikes.

The object of a runner being to reach the home plate as soon as possible, he must run to the next base and on to the home plate after the ball has been put in play, if he can do so without being put out.

A runner who is between bases when the ball is out of play because it has been caught and is held by the pitcher in his box, must return to the base he has just left.



If a batter's ball is caught on the fly and any man on base has run to the next base, he is put out without being tagged if the baseman standing on the base which the runner has just left catches the ball before the runner can return.

The fielders are supposed to cover certain undefined portions of the field. If an outfielder has the ball, an infielder should be ready to catch the ball from him and pass it on to a baseman. The catcher acts as baseman at the home plate.

Any number of innings previously agreed upon constitutes a game, and the side which has made the greater number of runs wins.

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#### NOTE: RULES FOR OTHER GAMES.

Certain games have been excluded from this book because the rules for playing them are already in print and easily accessible. Reference to these games may be made as follows:—

Fist Ball: Rules by Ernst Hermann, Foxboro, Mass.

Wicket Polo, or Pin Hockey: Keith's Official Guide, published by the H. A. & W. C. Keith Company, Brockton and Providence.

Newcomb: Rules by Clara Baer, published by Treidenke Publishing Company, Milwaukee, Wis.

All other "Athletic Games and Sports," including Basket Ball for Women, Tether Ball, Squash Ball, and Field Hockey (rules by Constance Applebee), may be found in Spalding's Athletic Library, 16 Park Place, New York City.

## **RUNNING GAMES.**



## 51. \*I SAW.

**Grade:** Primary, Lower Grammar.

**No. of Players:** 10 to 60.

The children stand in the aisles of the school-room. The teacher asks the leader of the first file, "What did you see?" The leader makes an answer that includes the mention of some physical action which he and his file can imitate. He says, for instance, "I saw a horse trotting down the street"; and then, followed by his file, he trots round the room, and back to place. The teacher asks the question of the leaders of the other files in turn, and the game is each time repeated. The answers should be of as great variety and originality as possible. The following are suggested:—

"I saw a butterfly flying over the flower bed."

"I saw a man walking up the street, playing a trombone."

"I saw a boy running."

"I saw a drum-major leading a band."

"I saw a bird flying."

"I saw a lame chicken hopping."

"I saw a man sowing wheat."

## 52. \*DROP THE HANDKERCHIEF.

**Grade:** All.

**No. of Players:** 10 to 30.

**Apparatus:** Handkerchief.

One player, A, is chosen to be "it." The other players stand in a ring. A runs outside of the ring, drops the handkerchief behind some player, B, and runs on. When B discovers the handkerchief, he picks it up, runs after A, and tries to tag him. If A reaches B's place in the circle without being tagged, B becomes "it." But, if B tags A, B returns to his place, and A is "it" again. If B does not discover the handkerchief until A has passed completely round the ring, picked up the handkerchief, and tagged B, B is out of the game, and must stand in the centre of the ring. A, in that case, remains "it." If the number of players is small, B may pay a forfeit instead of going out of the game.

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### 53. \*HERR SLAP JACK.

**Grade:** All.

**No. of Players:** 10 to 30.

One player is chosen to be "it," and the other players form a circle. The one who is "it" runs outside the circle, taps some one on the back, and continues to run in the same direction as before. The one who has been touched immediately runs in the opposite direction. When the two meet, they make each other a deep curtesy, and then, passing each other, try to gain the vacant place in the circle. The one who reaches the place first remains there, and the other is "it." In making the curtesy, the heels must

be brought together again before the player can go on running. Other movements may be taken instead of the curtesy, especially gymnastic movements. The players may also shake hands three times, clapping hands each time between, or they may do anything else that the ingenuity of the teacher may suggest.

With very little children it is advisable to have the game as simple as possible, omitting the bow, and having them merely pass each other to the right.

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#### 54. \*CAT AND MICE.

**Grade:** Primary, Lower Grammar.

**No. of Players:** 6 to 60.

One player is chosen to be "cat," and five or more of the other players are the mice. The cat hides behind something, as, for instance, behind the teacher's desk. Then the mice steal softly from their places to the front of the room, where on the desk, or any other furniture, they make a little nibbling sound. The cat, on hearing this, springs out from her hiding-place, and tags lightly as many of the mice as possible. But the mice scatter, and try to run back to their seats, where they are safe. Another group of mice then creep forward. The same player may continue to be cat, or, if the chase has been long and hard, a new cat may be chosen. The mice who are caught stand in some designated place until all the players have had a turn. The swift, quiet running and the characteristic movements of cats and mice should be imitated throughout the game.

## 55. GOING TO JERUSALEM.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Chairs or stools, one less than the number of players; music, if it is desired.

The chairs are placed in a line, facing alternately right and left. A march is played, and those that are in the game either march or run round the line of chairs. Suddenly the music stops, and the players all try to seat themselves. The one who fails to get a seat takes one of the end chairs away from the line, and goes out of the game. In this way the game continues until only one player is left, who is the winner.

**Variations:** \* **Going to Jerusalem in School-room.** The game may be played in the school-room by marking certain desks at which the children may sit, and by rubbing out a mark each time they seat themselves, until there is only one marked desk and one player left.

The game may also be played by having the players pass round outside the desks, and at a given signal try to find seats in the outside rows of chairs. Those who do not succeed stand close to the wall when the march begins again, but may try for seats with the rest at the next signal, so that no one is permanently out of the game.

**Going to Jerusalem in Gymnasium.** Stools one less than the number of players are placed in a circle, and



an extra stool is put in the centre. The player who is "it" stands on this stool while the other players march round outside the ring. At a given signal all the players try to seat themselves on the stools in the circle. The one who is left without a seat is "it," and stands on the centre stool, while the players march again.

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## 56. \* STEPS.

**Grade:** All.

**No. of Players:** 10 to 25.

**Apparatus:** Object for goal.

The players are drawn up in line, each one equally distant from the goal, which is some such object as a wall or a line marked on the floor. One player is chosen to be "it," and stands in front of the others, facing them. He closes his eyes and counts ten aloud, then instantly opens his eyes. While his eyes are closed, the other players may run, walk, or move toward the goal in any way; but, before his eyes are open, they must stop. All whom he sees moving he may send back to the starting-line. The players win in the order in which they reach the goal; or, if it is preferred, the first player who reaches the goal is "it" in the next game.

### **Variation: Strike the Gong.**

**Apparatus:** Jumping standard; Gong; Whistle.

A line is drawn across one end of the room, and at the other end the gong is hung on the jumping stand-

ard. One player is chosen to be "it," and stands in the middle of the room. The other players stand on the line, and both they and the one who is "it" face toward the gong. Without turning his head, the one who is "it" blows his whistle. So long as he continues blowing, the other players move rapidly toward the gong. When he stops, he turns suddenly, and they all stand still. Any one whom he sees moving he sends back to the starting-line. He then faces the gong, moves forward, if necessary, to keep his position in front of the others, and blows the whistle again. He may at any time deceive the other players by pretending he is going to blow the whistle, and then not blowing it, but turning suddenly. If he does blow it, however, he must keep his face turned toward the gong. The object of each player is to steal up and strike the gong. When all have struck it or when the time limit is expired, the game ends. The first who struck it is "it" in the next game.

✓  
**\* Call Tag.** One player, A, is chosen to be "it," and the others form a file. A turns his back, and counts aloud to ten. As soon as he begins to count, the players in the file walk forward; but, when he calls "Ten," they stop instantly, in whatever position they may be. Then A turns rapidly, and calls to any one who is moving. If it is B, for instance, he calls, "Tag B!" B then changes places with him, and becomes "it." But if A forgets to say "Tag!" before B's name, B calls "Forfeit!" and remains in the

file. A must then turn his back, and count again. He must do the same, also, if he fails to see any one moving when he turns. Rapid counting will increase the difficulty of the game for those who are in the file.

The game may also be played by dividing the players into several files, and appointing for each file a monitor who stands at the head of the file, and a little to the right of it. At a signal from the teacher the file marches forward, and continues to march until the teacher calls "Halt!" Then the monitors turn suddenly and tag, as in the other form of the game.

The game may be further varied by substituting for the simple march a march with hands in rest position and heels raised.

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## 57. BLIND MAN'S BUFF.

**Grade :** Upper Primary, Grammar, High.

**No. of Players :** 10 to 60.

**Apparatus :** Handkerchief.

One player is blindfolded, and turned about three times in the centre of the room. He then tries to catch one of the other players. When he has succeeded, he must guess whom he has caught. If he guesses correctly, the player who has been caught is blindfolded. If he does not guess correctly, he must catch another player.

## 58. STILL POND.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Handkerchief.

One player is blindfolded, and stands in the centre of the room. The other players move round until the blindfolded player counts ten aloud, and calls, "Still pond, no more moving; and I'll give you seven steps." He is not obliged to give seven steps, but may give more or less as he chooses. The players are allowed to take the steps he has given in any direction and at any time to avoid being caught; but, when they have taken the given number, they must stand still. When the blindfolded player has caught one of the others, he must guess whom he has caught. When he has succeeded, the player whose name he has guessed changes places with him.

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## 59. FRENCH BLIND MAN'S BUFF.

**Grade:** Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Handkerchief.

All the players are numbered, and one player is blindfolded. The others, standing some distance apart, form a ring about him. The one in the centre calls out two of their numbers, and the players having these numbers change places at once. While they

are changing, the centre player tries to catch one of them. If he succeeds, he takes the place of the player he has caught; and that player goes in the centre, and is blindfolded in his turn.

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## 60. \*FRENCH BLIND MAN'S BUFF IN SCHOOL-ROOM.

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** Handkerchief.

One player is blindfolded, and stands in front of the class. The others are seated at their desks. All of the players are numbered. The one who is blindfolded calls two of their numbers; and the players whose numbers have been called stand up immediately, and answer, "Here!" Two more numbers are called, and the players so designated do the same as the first two did. The one who is blindfolded then calls out, "Go!" At once the players who are standing change places according to the order in which they were called, the first two changing with each other, and the second two with each other. As they change, they pass down the aisles, and cross in front of the class, so that the one that is blindfolded may have a chance to catch one of them. If he succeeds, the one who has been caught changes places with him.

## 61. \*BLIND MAN'S BUFF WITH A WAND.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Handkerchief; cane.

One player is blindfolded, and given the cane. The other players join hands, and dance round him until he taps three times. Immediately the other players stop. The blindfolded player points with the cane at some one in the ring. The one at whom he points must take the end of the cane, and, holding it, must answer any three questions the blindfolded player may choose to ask. The player who answers may, however, disguise his voice. If the blindfolded player succeeds in guessing who is speaking, the two players change places.

**Variation: Animal Blind Man's Buff.** Instead of asking questions, the blind man tells the player to imitate some animal. This the player attempts to do. If the blind man says, for instance, "Imitate a dog!" the player responds with "Bow-wow!"

## 62. \*MAIL MAN.

**Grade:** Grammar, High.

**No. of Players:** 10 to 30.

Each player names himself after a post-office. One player is mail man, and stands in the centre. The

rest form a ring round him. The mail man calls out the names of two of the post-offices, and the players having these names change places at once, while the mail man tries to anticipate one of them and secure the vacant place for himself. Whoever is left without a place become the next mail man. Players who do not run as soon as their names are called may be required to pay a forfeit.

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### 63. \*TAG.

**Grade:** All.

**No. of Players:** 6 to 60.

✓ One player is chosen to be "it." He chases the other players, and tries to tag one of them. If he succeeds, the one who has been tagged becomes "it."

↓ **Variations:** \***Secret Tag.** This game is played without telling who is "it." All the players pretend to tag; but any player who is not "it" whispers to the one whom he tags, "I am not 'it,'" while the one who is "it" must say, "I am 'it.'"

↓ \***Stoop Tag.** In this game no player may be tagged while he is in a stooping position. If it is wished, the number of times that a player may be allowed to stoop may be limited at the beginning of the game. After a player has stooped the allotted number of times, he can escape only by running. A further variation may be made by substituting for the stooping the taking of any gymnastic position.

↓ **Cross Tag.** If any player runs between the one who is "it" and the one who is pursued, the latter cannot be tagged; but the one who has crossed between must be chased instead. This brings co-operation into the game.

(**Iron Tag.** A player may not be tagged when he is touching iron with his hand.) The game may be varied by substituting wood or stone for iron, or by requiring that the object be touched in some special way, as, for instance, with the elbow or the foot or with four fingers at once.

**\*Japanese Tag.** The one who has been tagged must place his right hand on the spot where he has been touched, whether it is on his arm, his chest, his back, or his ankle; and in the position that results he must chase the other players until he has tagged one of them.

**\*Clasp Tag.** The one who is "it" clasps his hands behind his back, and keeps them there until he has tagged one of the other players with them.

**Eenie, Weenie, Coxie, Wanie.** The one who is "it" clasps his hands in front of him, repeats the words "Eenie, Weenie, Coxie, Wanie," and then begins to chase the other players. He can tag only with his clasped hands. The first player whom he tags he takes as his partner. With his right hand



he clasps his partner's left hand, they repeat the words "Eenie, Weenie, Coxie, Wanie," and then chase the other players, and tag as many as possible with their clasped hands. Every player who is once tagged remains "it" for the rest of the game. After being tagged, the player must stand still and repeat the required words before he begins to pursue the other players. If he did not become a partner, he must catch a partner for himself.

**Line Tag.** The players stand in three or more lines, near enough together to join hands, whether they are facing to the front or to the side. At the beginning of the game they all face in one direction. Then, by joining hands, they make aisles between the lines. The first player in the first line runs, tags some one on the back, and continues to run here and there between the lines and round the class. The one who has been tagged pursues. Suddenly the teacher calls, "Right face!" or "Left face!" All the players then drop hands, face in the new direction, and join hands again. This makes the aisles run at right angles with the aisles previously formed, and the runners must change their course accordingly. The chase continues until the first player has been tagged or the time limit has expired. Then two more players take their places. The direction of the aisles should be changed frequently and rapidly.

## 64. \*SCHOOL-ROOM TAG.

**Grade:** Primary, Grammar, High.

**No. of Players:** 10 to 60.

A chalk circle is drawn in the front of the room to serve as goal. One player is chosen to be "it," and stands ten feet from the goal. The other players sit at their desks. The one who is "it" calls the name of some player. Thereupon the one whose name has been called tries to run, pass through the goal, and return to his seat without being tagged. The one who is "it" also passes through the goal, and then pursues the runner. If he succeeds in tagging him, he calls another name. If he does not, the player who has escaped becomes "it."

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## 65. \*EXCHANGE TAG.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

Two children are chosen as sheriffs, and stand in front of the room. The other players are seated. Two of those who are seated signal to each other to exchange seats. As they run to do so, the sheriffs try to catch them. Whoever is caught is a prisoner, and sits upon the platform. Any number of players may exchange seats at the same time; but no one, even to escape being caught, may take any seat except the one for which he signalled.

## 66. \*TAG THE WALL RELAY RACE.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

The pupils are seated so as to have the same number of players in each row. Then the teacher gives the signal, "Ready, run!" and the players who occupy the front seats in the rows rise and run forward. Each player touches the wall directly in front of his aisle, and immediately returns to his place. The first to seat himself wins. The teacher then commands, "Next row, run!" and the children in the second row across the school-room run forward. The game continues until all the children have had a turn. ~~In all~~ but the lowest grades the interest is increased by keeping a score for each row.

After a time the game may be played to the end with no pause after the teacher has given his first command. The signal for the running of each child is then the return of the child in front of him, but no child may leave his place until the one in front of him is seated. Accidents will occur if this rule is not strictly enforced. The row that completes the running first wins the game.

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## 67. \*RELAY FLAG RACE.

**Grade:** Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** United States flag; State flag for each row.

A long chalk line is drawn across the school-room in front of the desks. The children are seated in files, which have each the same number of players ; and a State flag is given to the first child in each file. The child takes the flag to the back of the room, and stands opposite his aisle, with his foot touching the wall. At the signal, "Start !" he runs down his aisle to the chalk line, makes an about-face, and runs back to his starting-point. There he is met by the second child in his file, who takes the flag as quickly as possible, and runs with it as the first runner did. This continues until every child in the file has run. The file which finishes first receives the United States flag, and keeps it until some other file wins it away.

The race may be varied by having the children jump between desks of adjacent rows, by having them hop down the aisle on the right foot and hop back on the left, or by having them stop between desks or chairs to perform definite tasks, such as picking up and replacing beans or stones or performing some gymnastic exercise.

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### 68. \*TOMMY TIDDLER'S GROUND.

Grade : Primary, Grammar.

No. of Players : 10 to 60.

A line is drawn dividing the floor into two parts. One player is chosen to be Tommy Tiddler, and stands alone on his side of the line. The other

players venture across the line, saying, as they do so, "I am on Tommy Tiddler's ground, picking up gold and silver." While they are there, Tommy Tiddler tries to tag them; but this is difficult because, whenever they wish, they may run back to their own side, where they are safe. When Tommy Tiddler succeeds, the one who has been tagged changes places with him.

Sometimes the words, "Old Man, I'm on your Castle," are used by the players when they cross the line. Then the game is known as "Old Man, I'm on your Castle," and not as "Tommy Tiddler's Ground."

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## 69. STONE.

**Grade:** Grammar.

**No. of Players:** 10 to 60.

Two goals are marked off, one at each end of the room; and a large circle is drawn half-way between them. One of the players represents the stone, and sits on the floor in the centre of the circle. The other players dance round on the chalk ring until the stone jumps up. The players then run toward either goal, while the stone tries to tag as many as possible before they reach the goals. All who have been tagged become stones, and go back and sit with the first stone near the centre of the circle. The players again dance round until the first stone gives a signal. Then all the stones jump up. The other players run for the goals, and the stones chase them and tag as

many as they can. The game continues with an increasing number of stones each time the ring is formed, until at length no one is left in the ring. If it is wished to make the game more difficult, the players within the circle, instead of sitting down, may lie at full length.

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### 70. \* THE BELLED CAT.

**Grade:** Grammar, High.

**No. of Players:** 16 to 30.

**Apparatus:** Bell.

A bell is hung round the neck of one player, who is called the cat. Two other players are blindfolded. The rest form a ring, inside which the two blindfolded players chase the cat. The one who succeeds in catching him becomes himself cat, wears the bell, and chooses some one from the ring to be the second blindfolded player. The former cat goes back into the ring.

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### 71. \* JACOB AND RACHEL.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 16 to 30.

**Apparatus:** Handkerchief.

One player is chosen to be Jacob, another to be Rachel: the others join hands and form a ring. Jacob is blindfolded, and chases Rachel round inside the ring. Whenever he chooses, he may call, "Where art thou, Rachel?" and she must answer him, "Here

am I, Jacob." When she is caught, she chooses a new Jacob from the ring. The old Jacob takes the place thus vacated in the ring, while Rachel is blindfolded, and chases the new Jacob, as she herself has been chased by the old Jacob. When she calls, "Where art thou, Jacob?" he must answer, "Here am I, Rachel"; and, when he is caught, he chooses a new Rachel. The game may be continued indefinitely. When the number of players is large, two Jacobs and two Rachels may be in the ring at once; but each Jacob must catch his own Rachel. Time should be called when the chase is too long continued.

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## 72. \*CAT AND RAT.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 30.

One player is chosen to be the cat and one to be the rat. The other players join hands and form a ring, with the cat on the outside and the rat in the centre. The cat tries to catch the rat. The players favor the rat, and allow him to run in and out of the circle under their clasped hands; but they try to prevent the cat from following him by lowering or raising their hands, whichever is necessary. When the rat is caught, he joins the circle; and the cat becomes rat, and chooses a new cat from the players. Sometimes, however, it is advisable to choose a new cat as well as a new rat each time that the rat is caught. When there are a large number of players, three cats

may be chosen to chase three rats. In this case the cats are distinguished by handkerchiefs tied on their arms.

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### 73. HILL DILL.

**Grade:** All.

**No. of Players:** 10 to 60.

Two parallel lines are drawn near the centre of the room, from ten to fifteen feet apart. One player stands between them, and calls,—

“Hill Dill,  
Come over the hill,  
*Or else I'll catch you  
Standing still.*”

The other players then run across the space between the lines. While they are crossing, they may be tagged. All those that are tagged join the player between the lines, and at once begin helping him. The game continues until every one has been tagged.

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### 74. LAME FOX AND CHICKENS.

**Grade:** Upper Primary, Grammar.

**No. of Players:** 16 to 60.

A den is marked off for the fox at one end of the room, and a house for the chickens at the other end. One player is chosen to be the fox, and takes his place in the den. The other players are the chickens, and stand in the house. At a given signal all the



chickens run out ; and the fox, hopping on one foot, chases them, and catches as many as he can. Those that are caught become foxes, and go to the den. A second signal is given : the chickens return to the house, and the original fox, who has up to this time been chasing them, joins the other foxes in the den. At the next signal all the foxes hop out to chase the chickens, and each fox catches as many chickens as possible. So the game continues until all the chickens are caught. While a fox is out of the den, he may change from one foot to the other, but may not touch both feet to the floor at the same time. If he does, the chickens drive him back to the den with their handkerchiefs ; and he may not come out again until the next signal for a general sally. Both chickens and foxes may return to their homes at any time to rest.

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## 75. \*SCULPTOR.

**Grade :** Upper Primary, Grammar, High.

**No. of Players :** 10 to 60.

One player is chosen to be sculptor. He selects his own assistants. Then, with their help, he names all the other players after well-known statues, and shows each player how to take the position of the statue that he is to represent. The sculptor, if he wishes, may also arrange several players in a group ; or, when the number of players is large, he may have five or six players take the same position. After all

the players have been named and instructed, they form a ring, and dance round until the sculptor calls, "The sculptor is at home," and counts to twenty. Each player must fall into the position given him before the sculptor finishes counting. Whoever fails must pay a forfeit. The positions must be held until the sculptor cries, "The sculptor is not at home." Then the players all dance again in a circle. The game may be made more difficult by requiring each player to have as a pedestal some particular spot where he must take his position. Very young children may be asked to take any simple gymnastic position instead of that of a statue, or they may imitate statues of animals that the sculptor is supposed to have made. Slightly older players may take balance positions, which are more difficult.

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## 76. TWELVE O'CLOCK AT NIGHT.

**Grade:** Primary, Grammar.

**No. of Players:** 6 to 60.

A den is marked off for the fox in one corner, and a farm-yard for the chickens in another. One player is fox, and stands in his den. Another player is the hen, and all the rest are her chickens. The hen walks up to the fox's den with the chickens behind her, each chicken clasping the waist of the player in front. The hen says, "If you please, Mr. Fox, could you tell me what o'clock it is?" If he replies by naming one o'clock, or two, or any hour except mid-

night, she may go away in safety, and return later with the same question. But when he says, "Twelve o'clock at night," she and her chickens must run; for then he will try to catch one of them. The chickens are not obliged to keep in line after they have started for the farm-yard, but may scatter at once. If one of them is caught before he reaches the yard, he becomes the fox. If no chicken is caught, the game is repeated with the same fox.

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### 77. VIS-À-VIS.

**Grade:** Grammar, High.

**No. of Players:** 20 to 60.

One player is chosen to be "it." The other players stand in couples about the room, and obey the orders of the one who is "it." When he calls, "Face to face!" the two in each couple face each other. When he calls, "Back to back!" they turn their backs on each other. Finally, when he calls, "Vis-à-vis!" they change partners. Then the one who is "it" tries to secure a partner for himself. The player who is left alone is "it" in the next game.

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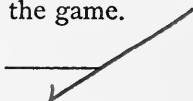
### 78. SAVE YOURSELF IF YOU CAN.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

One player is chosen to be story-teller. The other players form in a semicircle or in a straight line with

the story-teller in front of them. First some distant object is decided upon as a goal, and then some action, such as stamping or knocking or clapping hands, is agreed upon. The story-teller next tells a story in which occur the words, "Save yourself if you can!" As soon as they are pronounced, all the players run to the goal, perform the action previously agreed upon three times, and return to their former places. The last to get back is the next story-teller. Whoever neglects to perform the action at the goal three times is shut out from the game.



## 79. PUSS IN THE CORNER.

**Grade:** All.

**No. of Players:** 10 to 30.

**Apparatus:** Goals, one less than the number of players.

One player is chosen to be puss; the other players stand at the goals. The puss walks from one to the other, saying, "Poor puss wants a corner." The reply is always, "Go to my next neighbor." Meanwhile the other players change places whenever they see an opportunity. The puss tries to secure one of the vacant goals. If he succeeds, the person left without a goal becomes the puss.

**Variation: Ball Puss.** The centre player has a soft ball, and, instead of getting a corner himself, tries

to hit one of the other players when places are being changed. If he succeeds, the one who has been hit must be the centre player.

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### 80. \* GARDEN SCAMP.

**Grade:** Grammar.

**No. of Players:** 10 to 30.

One player is chosen to be gardener, another to be scamp. The other players clasp hands and form a ring, inside which the gardener and the scamp carry on the following conversation:—

*Gardener.* "What are you doing in my patch?"

*Scamp.* "Eating berries."

*Gardener.* "Who let you in?"

*Scamp.* "No one."

When the scamp has said "No one," he begins to run in and out of the circle, passing among the players wherever he chooses. The gardener follows in his path, while the other players hold up their arms to let both gardener and scamp go through. If the gardener catches the scamp, the scamp becomes gardener, and chooses a new scamp from the ring. If the gardener fails to follow the scamp exactly, the gardener joins the ring; and the scamp chooses a new gardener. If it is wished, the gardener may be required to follow, not only the path of the scamp, but also his motions.

### 81. \*HAVE YOU SEEN MY SHEEP?

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 30.

A ring is formed. One player walks round the outside, touches some one on the back, and asks, "Have you seen my sheep?" The one who has been touched replies, "How was he dressed?" The player on the outside then describes the dress of some third player; and this third player, as soon as he recognizes the description, tries to run round the circle and reach his own place again before the player on the outside can tag him. If he is tagged, he takes the place of the one outside.

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### 82. \*CROSSING THE BROOK.

**Grade:** Primary, Lower Grammar.

**No. of Players:** 4 to 60.

A space representing a brook is marked on the floor. The children run in turn, and try to jump across it. Those who do not jump far enough wet their feet, and have to go home to get dry stockings. So they stand aside. The successful jumpers recross the brook with a standing jump. Those who fail in this go home, as did those who failed in the first jump. The remaining players jump again, and so on until only one is left who is dry-shod. If it is desired, every jump may be increased in length and difficulty.

### 83. \*BIRDS.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

The two corners in the front of the school-room are marked off, one as the cage and the other as the nest. One player is chosen to be the mother-bird, and two players are chosen as bird-catchers. The mother-bird stands in the nest, and the bird-catchers stand half-way between the nest and the cage. The other players sit at their desks, and in groups of four or five are named after various birds. Then the teacher calls the name of one of the birds. The players who have received that name run to the back of the room, then turn, and run up and down aisles and across chairs to the nest. The bird-catchers cannot begin the chase until the birds have reached the back of the room. The birds that are caught by the bird-catchers before they cross the line of the nest are put in the cage. When all of the first flight of birds are either captured or safe in the nest, the teacher calls the name of a second bird. Finally, when all the birds are flown, those in the cage are counted, and those in the nest. If the mother-bird has the larger number, she wins: if otherwise, the bird-catchers win. The object of the players is to defeat the bird-catchers.

## 84. CUSHION DANCE.

**Grade :** All.

**No. of Players :** 6 to 30.

**Apparatus :** 6 cushions for every 12 or 14 players.

The cushions are set upright in a circle on the floor, and the players join hands and form a ring round them. The circle formed by the cushions should be nearly as large as the ring formed by the players, and the cushions may be placed at a considerable distance apart. The players in the ring dance round; and each player, as he dances, tries to make his neighbors knock over the cushions while he avoids knocking over any himself. The penalty for knocking over a cushion or for letting go of hands is to go out of the game. If it is preferred, Indian clubs placed on end may be substituted for the cushions.

**Variation : Slow Poison.** The cushions are placed a foot or more apart in a group, and the players join hands and form a ring round them. But, instead of dancing, each player tries to pull or push his neighbors into the centre, so as to make them knock down the cushions. At the same time he tries to avoid knocking down any himself. The penalty for knocking down a cushion or for letting go of hands to avoid doing so is to go out of the game. As in Cushion Dance, Indian clubs set on end may be substituted for the cushions.



## 85. WIDOWER, OR LAST COUPLE OUT.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 60.

One player is chosen to be widower. The other players stand in couples behind each other. The widower takes his place in front of them, facing in the direction that they face. Without turning his head, he calls, "Last couple out!" The last two players then run one on each side of the double line, and try to join hands in front of it. As soon as the widower can see either of them without turning his head, he gives chase. If he tags one of them, he and the one whom he has tagged form a couple, and stand at the head of the line, which moves back to make room for them. The remaining player becomes widower. If, on the other hand, the two runners succeed in joining hands without being tagged, they take their place at the head of the line; and the game is repeated with the same player as widower.

When there are a large number of players, two sets may be formed, facing each other. The two widowers call at the same time. The last couple of each line run to join hands, not in front of their own line, but at the rear of the opposite line. The widower chases only the players of his own line; and the three runners return each time to the head of their line, and not to the other line. There are, in reality, two separate games going on; and the only difference be-

tween this game and the one with the single set of players is the point where the last couple out join hands. Care should be taken that every player understands this fact.

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## 86. \*HURLY-BURLY BEAN BAG.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Bean bag for each row of seats.

The children are seated so that all the rows have the same number of players in them. The bean bags are distributed to the players in the front seats. At a given signal each child who has a bean bag throws it back over his head. The child immediately behind claps his hands after the bean bag has been thrown, then catches it or picks it up, and throws it back to the next player. So it passes up the row to the last child, who, immediately after catching it, stands on one foot, holds the other in his hand, and hops down the aisle to the front of the room, where he executes some gymnastic movement previously agreed upon. While he does this, each player in the row moves back one seat. As soon as he ends his gymnastic movement, he seats himself in the front seat, which has just been vacated, and starts the bean bag back as it was started at the beginning of the game. The game continues until this player again occupies the rear seat. The row that accomplishes this first wins the game.

Variations may be made by having the bag caught with the right hand and thrown with the left or by having some gymnastic exercise substituted for the clapping of hands.

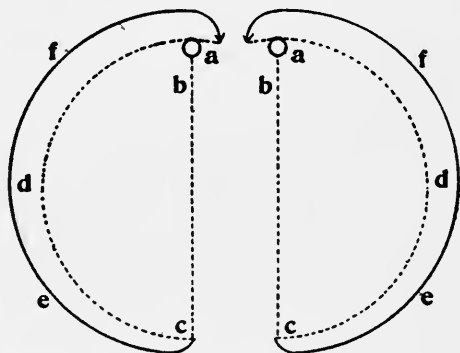


### 87. \*RELAY BEAN BAG RACE.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Bean bag for each player; 2 baskets.



**a** — basket.

**b c** — line of bean bags.

**c d a** — line of players.

**c e f** — course of runners.

Two baskets are placed opposite each other, or two chalk circles about twelve inches in diameter are drawn on the floor. With these as a starting-point, the bean bags are arranged in two parallel lines, which have each the same number of bags in them. The players choose sides and form two semicircles, with the lines of bean bags as the diameters of the semi

circles. The leaders of the two sides stand at the opposite end from where the baskets are. At a given signal each leader runs behind his own semicircle to the other end of the line, and from there passes between the two baskets, picks up the first bean bag in his line, and puts it in his basket. He then returns behind his own semicircle, and tags the player who stands second in line. This player runs and picks up the second bean bag. So the game continues. That side wins which first gets all the bean bags in its basket.

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### 88. BEARS AND CATTLE.

**Grade:** All.

**No. of Players:** 10 to 60.

A goal is marked in each corner of the room on one side, and a third goal is marked in the middle of the opposite side to serve as den. One player is the bear and stands in the den. The other players, who represent cattle, divide into two groups and stand in the corner goals. At a given signal the cattle change goals, and, while they are changing, the bear tags as many of them as possible. All those who have been tagged become bears, and return with the first bear to his den. When the next signal is given, the bears form a line by joining hands, and chase the remaining cattle. At the ends of the line are the first bear and the first person whom he tagged. They are the only ones who have a right to tag in the new chase. If

the line is broken, the cattle come out and drive the bears back to their den with handkerchiefs. The last one of the cattle to be caught is bear in the next game.

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### 89. CATCH OF FISH.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

A goal is marked off at each end of the room, and the players are divided into two equal groups, which take their positions in the two goals. The players in one goal join hands, and stand in line to form the net. The players in the other goal are the fish. At a given signal all the players change goals. The net tries to catch as many of the fish as possible by surrounding them. The fish can escape only through the opening between the ends of the net; and, when the ends close together, all that are within are caught, and are out of the game. The fish then join hands and become the net. The game continues in this way, each group being alternately fish and net, until all of one side are caught.

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### 90. BLACK AND WHITE.

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** A disk, black on one side and white on the other.

Sides are chosen, and a leader is appointed. The players on one side are distinguished by a handker-

chief on the arm, and are called Whites. The players on the other side are Blacks. Both Blacks and Whites scatter about the room, mingling freely. The leader stands in plain sight on a stool, and twirls the disk about. Suddenly he holds it still, with only one side visible. If it is the black side, all the Whites drop to the floor, while the Blacks try to tag them before they succeed in doing so. If the white side shows, the Blacks drop down, and the Whites try to tag. Those who are tagged are out of the game. If it is preferred, a score may be kept; and in that case the side that has tagged the greatest number of players at the end of the game is the winning side. Any gymnastic position may be substituted for the drop to the floor.

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## 91. LONDON LOO.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Object for goal.

The wall at the end of the room or any convenient object is chosen as goal. The players race to touch it, and the last one in is "it." He stands at the goal, while the other players stand at the opposite end of the room. The one who is "it" calls "London!" The others reply, "Loo!" and run and try to touch the goal without being tagged. The one who is "it" tags as many as he can. When all the players have touched the goal or have been tagged, or when the time limit has expired, those who have been tagged

join hands to form a chain, stand by the goal, and call "London!" The remaining players stand at the opposite end of the room, call "Loo!" in reply, and run as before. The end players of the chain are the only ones who may tag. If the chain is broken at any point, the two players through whose fault it was broken become "it," and the rest of the chain join the other players. The last person caught starts the new game.

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## 92. STEEPLE CHASE.

**Grade:** All.

**No. of Players:** 4 to 20.

**Apparatus:** Jumping standard; handkerchief.

A goal is marked off at each end of the room, and the standard is placed between them, rather nearer one goal than the other. The handkerchief is hung on the top of the standard. Half the players take their places in one goal, and half in the other, and in each goal one player stands ready to run at a given signal. The player from the goal nearer the standard starts, gets the handkerchief, and tries to return to his goal with it before the player running from the opposite side can touch him; or, as the game may also be played, he tries to reach his goal before the player from the opposite side can reach it. If he is successful, both players stay in the nearer goal; if he is not, both go to the farther one. The game is won by the side that brings all the players into its goal. The

right distance for the standard from the nearer goal will depend on the skill of the players, and should be changed to suit different classes.

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### 93. SWEDISH FOX AND GEESE.

**Grade:** Grammar, High.

**No. of Players:** 10 to 30.

One player is chosen to be fox, and one to be gander. The other players are the geese. They form in line, with the gander at their head. Each goose puts his hands on the shoulders of the goose in front, and the chain thus formed is kept unbroken until the end of the game. The fox tries to tag the last goose in the line. To prevent this the gander tries to keep in front of the fox, so that he may not pass. This makes the line move in a serpentine fashion. If the last goose is tagged, he becomes fox, and the fox becomes gander and takes his place at the head of the line. If the line is long, any one of the last ten geese may be tagged. Then the goose that is tagged goes out of the game at once.

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### 94. BASTE THE BEAR.

**Grade:** Grammar, High.

**No. of Players:** 5 to 20.

**Apparatus:** Stool; knotted handkerchief for each player; rope about three yards long, if it is desired.

One player is chosen to be the bear. He selects his own master, gives him one end of the rope, and,



keeping the other end in his hand, sits on the stool. The master approaches, pats the bear on the back three times with his open hand, and says,—

“I crown my bear,  
Now touch him who dare.”

The other players then attack the bear with their knotted handkerchiefs, while the master tries to tag one of them without letting go of the rope or pulling the bear from his stool. If he succeeds, the player who has been tagged changes places with the bear. Each bear has the privilege of choosing his own master ; but having been bear once, or even oftener, does not excuse a player, if fairly tagged, from being bear again.

If it is wished, the master and the bear, instead of holding the two ends of a rope, may clasp right hands together.

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## 95. \*BEETLE GOES ROUND.

**Grade:** All.

**No. of Players:** 10 to 30.

**Apparatus:** Handkerchief with a hard knot tied in one corner.

All the players but one stand in a circle, looking straight to the front and holding their hands open behind them. The one player who has been left out, the beetle, carries the knotted handkerchief round the outside of the circle, and puts it in the hands of any one of the players. Whoever receives it becomes beetle,

and strikes his right-hand neighbor with it. This neighbor, to escape, immediately runs round the circle back to his own place, while the beetle pursues, striking at him whenever he is near enough. Meanwhile the player who first had the handkerchief has stepped into the place left vacant by the one to whom he gave it. This leaves the beetle alone outside the circle, as was the player at the beginning of the game. The beetle, accordingly, does as that player did, and gives the handkerchief to some one in the circle. Then the game goes on as before.

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## 96. \* FLOWER GIRL.

**Grade:** Primary, Lower Grammar.

**No. of Players:** 15 to 60.

**Apparatus:** 5 or 6 flowers of different kinds.

A small circle is drawn, and within it stand five or six of the players, who represent flowers. Each of these players holds in his hand the flower after which he has been named. Then one player is chosen to be flower girl, and another to be hunter. The other players stand in a large ring round the inner circle. The flower girl takes her place between the inner circle and the ring, and the hunter stands outside the ring. The flower girl begins the game by asking the hunter, "What flower would you like?" The hunter answers by naming any of the flowers in the inner circle. The flower that is named runs out from its place, and the hunter and the flower attempt to join

hands. The flower girl tries to prevent them by catching the flower. If she succeeds, the flower goes back to the inner circle, a new hunter is chosen from the outer ring, and the former hunter takes the place thus vacated. If, on the other hand, the flower and the hunter succeed in joining hands, the flower girl becomes hunter, the hunter becomes flower, and the flower becomes flower girl.

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### 97. NINE PINS.

**Grade:** Grammar.

**No. of Players:** 20 to 60.

**Apparatus:** Music.

A mark is made in the centre of the room, and one player takes his stand there. The other players, arranged in couples a few feet apart, march round him in a double circle to the sound of music. The music stops suddenly. Immediately each player of the inner circle leaves his partner and passes to the place of the player next in front. The player in the centre tries to secure one of the places and so get a partner. Whoever is left without a partner must stand in the centre when the music recommences. The player in the centre cannot leave his place until the music stops.

The game may be made more difficult by having each player of the inner circle pass to the place of the player next in front of him in the outer circle, while that player crosses over to the place next in front in the inner circle.

## 98. I SPY.

**Grade:** Upper Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** Object for goal.

The players form in line, and race to touch the object which has been chosen as goal. The last player in is "it." The other players hide, while the one who is "it" blinds his eyes, and counts to one hundred or any number previously agreed upon. After he has finished counting, he calls "Coming!" and sets out to find the others. If he sees any one, he shouts "I spy," and adds the name of the player whom he has seen. He says, for instance, "I spy John," or "I spy Fred." He then runs and tries to touch the goal before the player whom he has seen can touch it. If the player touches the goal first, the player is safe. A player may also save himself by running in from his hiding-place when the one who is "it" is far enough away from the goal to make the run feasible; but to be safe he must not only touch the goal, but must also call out, "One, two, three, free!" The first player who is caught is "it" in the next game. Each game, however, continues until all the players have been caught or have touched the goal.

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## 99. YARDS OFF, OR RELIEVO.

**Grade:** Primary, Grammar.

**No. of Players:** 6 to 30.

**Apparatus:** Object for goal; stick.

The stick is laid on or against the object selected as goal. One player is chosen to be "it." A second player throws the stick as far away from the goal as he can. Then all the players hide except the one who is "it." He runs, brings the stick back to the goal as quickly as possible, and then begins to hunt for the other players. If he sees any one of them, he calls out "I spy!" adds the player's name, and touches the goal. The player who has been spied then becomes a prisoner, unless he succeeds in being the first to touch the goal. If at any time a player runs in and throws the stick away before the one who is "it" touches the goal, he frees all the prisoners; and they hide again while the stick is being replaced. The last one caught is "it" in the next game.

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### 100. HUNT THE FOX.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 30.

The players, standing far enough from each other to allow a runner to pass freely among them, form two files. The leader of one file is the fox, the leader of the other the hunter. At a given signal the fox turns and runs down the line, in and out among the players as he chooses. The hunter follows exactly in his tracks, and, if he varies at all, pays a forfeit. The time or the distance that the hunter is permitted to chase the fox may be regulated by the teacher, or may be limited to a single run down the line. If the hunter

catches the fox, the fox takes his place at the foot of the file, and the hunter chooses a new fox from the head couple; but after the second chase, whether successful or not, the hunter goes to the foot. If in the first chase the fox is successful and eludes the hunter, the parts are reversed. The hunter goes to the foot, the fox chooses a new hunter from the head couple, and at the end of the second chase, whatever the result has been, goes to the foot of the line. In this way every successful player has two runs, but no more. Throughout the game the files should be kept even. The new hunter or fox, therefore, should never be chosen twice in succession from the same file.

### 101. \*THREE DEEP.

Grade: Grammar, High.

No. of Players: 20 to 60.

One player is chosen to be "it," and a second player to run. The other players arrange themselves in two circles, one within the other, with the players not less than six feet apart, and with each one in the outer circle exactly behind one in the inner circle. The player who has been chosen as runner then runs, and is pursued by the one who is "it." The runner may place himself in front of any two players, thus making a file of three. He is then safe; but the outer one of the three may be tagged, and to save himself must run to a place in front of another file. If a

player is tagged, he becomes "it." The one who tagged him becomes runner.

The game may be made more interesting by having two or more couples running at the same time. It may also be varied by having the two circles face each other, leaving a space between for the running. When this is done, the runner places himself between two players, and the one toward whom he turns his back is the one who may be tagged.

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## 102. \*THE FARMER AND THE CROW.

**Grade:** Primary, Grammar.

**No. of Players:** 2 to 60.

**Apparatus:** Large seeds.

One player is chosen to be the farmer and one to be the crow. The farmer plants the seeds two feet apart, along a straight line. The crow hops over each seed to the end of the line, turns round, changes to the other foot, and hops back, picking up the seeds on his way. If he touches the ground with both feet at the same time, fails to change feet before beginning to hop back, or drops a seed, he keeps on until all the seeds are gathered, and then becomes a scare-crow, and stands, with his arms raised at the side, while the next farmer plants the seeds, and the next crow hops over and picks them up. The successful crows are entitled to a second trial after all the players have had a turn.

### 103. \*ONE-LEGGED RELAY RACE.

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** Bean bags.

Bean bags are arranged on the floor in two parallel rows, each row having the same number of bags placed at the same distances apart. Sides are chosen, and each player in turn races with some player of the other side. Each player hops on one foot down the line and back, going over each bean bag, and then hops down and back a second time, going round each bag. Any player who touches the other foot to the ground must begin over again. The first to finish wins, and the side which has the larger number of winning players is the winning side.

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### 104. \*DERBY JIG.

**Grade:** Primary, Grammar.

**No. of Players:** 2 to 60.

A line is drawn across the front of the school-room to serve as goal, and the children are seated at their desks so that there are the same number of players in each row. The leader of each row takes his place at the back of the room opposite his aisle. The teacher gives the command "Stoop!" and each leader takes a stooping position, with his hands clasped under his knees. The teacher then says "Go!" and the children hop down their aisles to the goal and



back to their seats. The child who first returns to a good sitting position at his own desk, after hopping down and back without touching his hands to the floor, is the winner of the race. When the leaders have finished, the players who are second in the rows have their turn, and so on. The game can be played with similar rules in a field or in a gymnasium.

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### 105. HOPPERS.

**Grade :** Grammar, High.

**No. of Players :** 10 to 30.

Five players stand in the centre, and the rest join hands and form a circle round them. Four of the five players are hoppers, and the fifth is "it." The hoppers fold their arms, hop on one foot, and try to force the one who is "it" out of the circle by pushing against him with their shoulders. Meanwhile the one who is "it" runs and dodges. If a hopper touches both feet to the ground, or unfolds his arms, he must change places with one of the players in the circle. If the one who is "it" is pushed out, all five players go into the circle, and five other players take their place in the centre. Then the game continues as before.

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### 106. HOPPING BASES.

**Grade :** Grammar, High.

**No. of Players :** 2 to 60.

A line is drawn to divide the ground into two bases, and sides are chosen, which take their positions on

their respective bases, with the players of one side directly opposite the players of the other. At a given signal each player folds his arms, hops on one foot, and tries both to push his way into his opponents' base and to prevent his opponent from passing him. Each pushes against the other with folded arms. The one who succeeds in entering his opponents' base may go back and assist his own side, but his opponent is "out." Whoever drops his foot to the ground during the game is also "out." The game is won by those who remain hopping and take possession of their adversaries' base.

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### 107. MASTER OF THE RING.

**Grade:** Grammar, High.

**No. of Players:** 2 to 60.

The players stand in a compact group, with their arms folded and held close to their bodies. A circle is drawn round the group. Then, at a given signal, each player tries to push his neighbor out of the circle. If any player unfolds his arms, or falls down, or gets both feet outside the circle, he is out of the game. The player who is finally left alone in the circle is Master.

This game may be varied by having the players hop on one foot. Then touching the other foot to the ground or getting the one foot on which the player stands outside the circle puts the player out, as well as unfolding the arms or falling down.

Whichever way the game is played, it is best suited to boys.

## 108. JUMP THE SHOT.

**Grade:** Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Sand bag or bean bag, with rope attached.

The player who has been chosen to swing the shot stands in the centre of the ring formed by the other players. He holds the rope, and swings the bag in a circle, making it slide upon the floor. Each player in the ring must jump over the bag as it reaches him. Those who do not jump quickly and well are hit by the bag, and must step out of the ring. Preferably the one who is chosen to swing the shot is the teacher, or some one else who has had experience in doing it.

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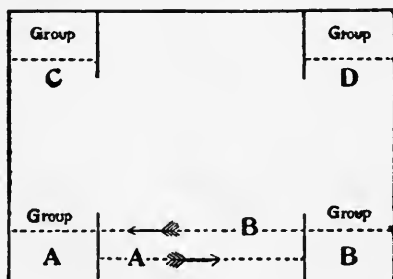
## 109. RELAY RACES FOR THE GYMNASIUM.

**Grade:** All.

**No. of Players:** 4 to 60.

**Single Relay Race.** Two objects are chosen as goals, and two starting-points are marked equally distant from them. The players choose sides, which stand in lines, with the leader of each on his starting-point. At a signal the two leaders run to their goals and then back to the rear of their lines. Meanwhile the lines move up so that the end player of each stands on the starting-point. These second players stretch out their hands, and the leaders touch them as they come back, so giving the signal for the second players

to run. The line again moves up, and so the game continues until all have run. The line which is the first to have its last player in his place in the rear is the winning side. More than two lines may be formed, if it is wished ; but there must always be the same number of players in all the lines.



**Double Relay Race.** For this game the players are divided into four equal groups, which stand in the four corners of the gymnasium. Groups A and B play together against groups C and D. Each group has a starting-line marked on the floor. At a given signal A 1 runs to group B and touches the outstretched hand of B 1, who stands ready on his line. He immediately starts and runs to A 2, while A 1 continues to the rear of the B line. A 2 then runs to B, and so on until all the A's and B's have run once, and so changed places. C and D do similarly. If there are many players, six groups instead of four may be used. The two groups which first complete the exchange are the winners.

**Obstacle Relay Race.** The players may be arranged either as in Single or in Double Relay Races. If as in the Double Relay Races, it is preferable for the A's to use different obstacles from those used by their partners, the B's. Those used by the C's should also be different from those used by the D's, but the combined obstacles of A and B should be the same as those of C and D. The races are run as are the simple Relay Races, except that each player must overcome some obstacle before he can tag the next runner.

The obstacle may be the performance of any gymnastic feat, such as a running high jump from an inclined plane, a jump over a rope, a vault over a horse, box, or buck, the climbing of ladders, ropes, or poles; or it may be crawling through difficult places, running in and out among nine pins set close together, carrying a bean bag on the head throughout the race, or throwing a basket ball into the basket.

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### 110. \* ALL UP.

**Grade:** All.

**No. of Players:** 6 to 60.

**Apparatus:** 6 Indian clubs or nine pins.

Four circles are drawn in a row near the front of the room, and three crosses marked in each circle. The six Indian clubs are placed on the crosses in the two outside circles, and the players are arranged in two equal files at the back of the room. Starting-

points are marked back of the two outer aisles, which are to be used by the runners. One player on each side stands ready, and at the signal runs to the outer circle on his side, carries the clubs one at a time to the inner circle, and places them on the crosses. When all the clubs are placed in an upright position, the player returns to his file by the centre aisle. The one who first reaches a given point in the file scores one for his side. The next two runners return the clubs to the outer circles, and so on. The game continues until all have had a chance to run. The side scoring the greater number of points wins the game. If there is a large number of players, several circles may be drawn, and the players arranged in several files. The game can be played in a gymnasium or out of doors, as well as in the school-room.

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### 111. HANGING CATS.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Gymnastic apparatus.

One player is chosen to be "it." He chases the other players and tries to tag one of them. No player can be tagged, however, when he is hanging from a piece of apparatus so that his feet do not touch the floor, unless he has used the same piece of apparatus more than twice in succession, in which case he may be tagged. Whoever is tagged becomes "it."

When the number of players is large, every sixth player may be appointed "it," and each player who is tagged may become "it" in the place of the one who tagged him.

Another possible variation is to have the first player who is tagged sit down, and the second one who is tagged become "it."

Those who are "it" may be required to wear handkerchiefs to distinguish them from the other players.

## 112. DARE BASE.

✓ **Grade:** Grammar, High.

**No. of Players:** 10 to 60.

A goal is marked off at each end of the room, and midway between is drawn a long line that forms the dare base. At each end of this is placed a player who acts as a catcher. The other players stand in the goals. After the game has begun, they cross constantly from one goal to the other, and the catchers try to tag them. While they are in the goals or on the dare base, they are safe from the catcher, but they are not allowed to return from the dare base to the goal they have just left. They must always continue to the opposite goal. Those who are caught are out of the game. The player who is last caught wins, becomes catcher in the next game, and chooses his assistant.

**113. \*BAG TAG.**

**Grade:** Primary, Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Bean bag.

The players are numbered in succession. One player is chosen to be "it," and the other players, whether there are many or few in the game, form a large circle. The one who is "it" calls two numbers, and at the same time throws the bag to any third person in the circle. This third player throws the bag back as quickly as possible. Meanwhile the players whose numbers have been called change places. If the bag is returned in time, the one who is "it" tries, as they change, to hit one of them with the bag. If he succeeds, the one who has been struck becomes "it."

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**114. SCOUTS.**

**Grade:** Grammar, High.

**No. of Players:** 6 to 60.

**Apparatus:** Bean bags, as many as there are players.

Two goals are marked at opposite ends of the gymnasium by drawing lines across the floor. Paths connecting these goals are then made by drawing at each side of the gymnasium a line parallel to the wall and a few feet from it. These paths are neutral territory. The players divide into two equal teams, which stand in the two goals. Each player is armed with a bean



bag, and has two objects in the game, one being to enter his opponents' goal and the other to protect his own from invasion. A player starts out with his bean bag in his hand. His opponents see him coming, and throw their bags at him. If he is hit, he is dead, and steps out of the game. If he is not hit, and succeeds in entering the enemy's goal, he scores a point for his side. He then returns to his own goal by one of the neutral paths, and starts out again. It may often happen, however, that a player who is trying to enter his opponents' goal sees an opportunity to protect his own goal by throwing his bag at one of the enemy. If he does this, he must run, pick up his bag, return by the neutral path to his own goal, and start again. He cannot continue and enter the enemy's goal without his bag. Nor can he, so long as he is without his bag, be killed. The side which has scored the larger number of points within a given time wins.

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### 115. WOLF.

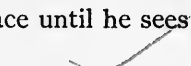
**Grade:** All.

**No. of Players:** 6 to 30.

**Apparatus:** Some large object, such as a boulder or tree, to be used as goal.

One player is chosen to be the wolf, and hides, while the other players stand near the goal and blind their eyes. They allow the wolf about a minute, and then call out: "Coming! Say nothing!" If the wolf is not ready, he cries "No!" and has more time al-

lowed him. When it has expired, the players begin to search for him. Whoever finds him calls out "Wolf!" whereupon the wolf springs from his hiding-place, and the other players run for the goal. The wolf pursues them, and tags as many as possible. Those whom he tags become wolves, and hide with him the next time, either in the same den or in different dens. The game continues until all are wolves. The wolf need not wait to be found, but may leap out of his hiding-place whenever he sees a chance to tag some one. He may also try to reach the goal before the others, and tag them as they come in. If he does hold the goal in this way, one of the players should tempt him off on a long chase, sacrificing himself, if necessary, in order to let the rest of the players get "home" in safety. Otherwise the game might be blocked indefinitely. Any player who wishes to do so may remain at the goal instead of searching for the wolf, and any wolf who has not been detected may remain in his hiding-place until he sees a good opportunity to spring out.



### 116. PRISONER'S BASE.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

A goal, with a small prison adjoining its right-hand corner, is marked off at each end of the gymnasium. The space between the goals is neutral territory. The players choose sides, and each side takes possession of a goal. Then a player from one side starts

out and tries to enter his opponents' goal without being tagged. Immediately his opponents send out a player to pursue him. Another player sallies out to protect the first player, and so on. (If at any time a player succeeds in entering his opponents' goal untagged, the game is won for his side.) Each man may tag only those players who left their goal before he left his. All the players may be in the neutral ground at the same time, though it is best not to leave the goal entirely unprotected. A player is at liberty to return to his home goal whenever he chooses.

A player who has been tagged must go to his opponents' prison and stay there until he is rescued by some one from his own side. The rescuer must succeed in touching the prisoner without being tagged himself. If he does, both may return to their goal in safety; but, if he is tagged before he touches the prisoner, he becomes a prisoner himself. A prisoner may aid in his own rescue by reaching out from his goal as far as possible, providing that he keeps one foot within bounds. If there are several prisoners, they may join hands and stretch out over the neutral ground. The last player in the chain, however, must be in the prison, and not more than one prisoner may be redeemed at a time.

### 117. PRISON GOAL.

**Grade :** Grammar, High.

**No. of Players :** 10 to 60.

**Apparatus :** Two objects for goal.

A jumping standard or some larger object is placed as a goal at one end of the room, somewhat distant from the wall; and a similar object is similarly placed at the opposite end of the room. A prison is marked off at one side, half-way between the goals. Two captains are appointed and sides are chosen. The captains each divide their men into runners and guards. The runners attempt to circle round the opponents' goal and return to the home goal without being tagged by any of the guards of the opposite side. Each successful run scores one for the side of the player who makes it. A runner, however, may be tagged at any time when he is not touching his own goal, and if he is tagged he must go to prison and remain there until a runner of his own side tags him, and so frees him. He and his rescuer must touch their own goal before playing again, but cannot be tagged on their way to it from the prison. The side having the larger score wins.

**118. STEALING STICKS.**

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** 12 sticks; handkerchiefs for half the number of players.

A line is drawn across the middle of the floor, a goal is marked at each end of the room, and six sticks are placed in each goal. Two captains are appointed and sides are chosen. Each player of one side ties

a handkerchief on his left arm. Then the two sides form in two rows facing each other, one on each side of the line. The captains may, if they wish, appoint some of their men as runners and some as guards for the goal. These guards must stand at least twelve feet from the goal, but, if an opponent passes them on his way to their goal, they may, of course, chase him. The object of the game is to carry away all the sticks from the goal of the opposing side. A player may be caught as soon as he has both feet in the enemy's territory. If he reaches the goal without being caught, he may take away one stick, with which he may go back to his own side in safety. But if he is caught he must stand in the goal as prisoner until he is rescued by some one of his own side. While he is prisoner, he may reach out towards the one who is coming to release him, but must keep both feet within the goal. After he has been rescued, he and his rescuer may return to their own side in safety. So long as any member of one side is a prisoner, that side may not take any sticks from its opponents' goal. The prisoners must be rescued first. The game is won by the side which first carries away all of its opponents' sticks.

If the number of players is so large in proportion to the size of the gymnasium that it is very difficult to reach the opponents' goal, a neutral space, twelve to twenty feet long, may be marked off in the centre of the field. The runners for both sides start in this neutral ground, and the guards stand just behind the boundary lines.

The game may also be played by having each successful run to the opponents' goal score one for the side that makes it. The side having the larger score wins the game. This variation is especially good when the time for playing is limited.

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### 119. DUCK ON THE ROCK.

**Grade:** Grammar.

**No. of Players;** 6 to 20.

**Apparatus:** Out-of-doors,—boulder; large stone; stones size of fist, one for each player. Indoors,—bean bag for each player.

When the game is played out-of-doors, a large stone, which represents the duck, is placed on a boulder, and the player who is drake stands to guard it. A line is drawn twenty or thirty feet from the boulder. Here each of the other players stands in turn,<sup>1</sup> and throws his stone at the duck, which he tries to knock off the rock. If he does not succeed, he goes and stands by the place where his stone has fallen, and waits until some one does succeed. If he prefers, he may pick up his stone and try to run back to the goal line before the drake can tag him. If he reaches it in safety, he has a chance to throw again. When some one succeeds in knocking off the duck, all who have thrown may pick up their stones and run back to the goal line, while the drake replaces the duck on the rock and tries to tag any one who has his duck in his hand, and who has not crossed the goal line. Whoever is tagged becomes drake.

The game can be played in the gymnasium by using a chalk circle instead of a boulder, and by placing in it a bean bag to serve as duck. The players have bean bags instead of stones, and try to throw their bags so as to knock the duck out of the circle.

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## 120. STROKE, OR OLD SOW.

**Grade:** High.

**No. of Players:** 5 to 10.

**Apparatus:** Out-of-doors,—tin tomato can; stake about 18 inches long; any kind of stick or club for each player; fence or wall as goal. Indoors,—ball, preferably indoor base-ball; nine pin or stick for each player; wall as goal.

The stake is driven into the ground at a distance of from thirty to forty feet from the goal. Small holes, about five inches in diameter and in number one less than the number of players, are dug about ten feet from the stake and at approximately equal distances from each other, so that they form a circle with the stake as a centre. Indoors a nine pin or chalk mark is substituted for the stake, and chalk circles for the holes. One player is chosen to be "it," and stands beyond the circle of holes on the side away from the goal. The object of the one who is "it" is (1) to strike the stake with the can, or, if the game is played indoors, to hit the nine pin or the chalk mark with the ball, and (2) to put his stick into the hole of a player whose stick is not in place.

The other players try to keep the can or ball away from the stake with their sticks and at the same time to protect their own holes. When they strike at the ball, the one who is "it" interposes his stick, and so protects the ball. Any player may take possession of any hole which he finds unguarded, and whoever is without a hole is "it." If the one who is "it" succeeds in striking the stake with the can, all the other players run and touch the goal, and then run back to secure their holes. The one who was "it," meanwhile, takes one of the holes for himself. Whoever is left without a hole becomes "it" and starts a new game. All rolling and attacking and defending the ball must be done with the stick, and the point must never be raised above the waist line. Two faults in this put the player out of the game.

**Variation: Centre Ball.** In place of a stake or nine pin a hole is dug or a chalk circle is drawn, in which to place the ball. To start the game each player takes a firm grasp of one end of his stick with both hands, and puts the other end under the ball. Then, at a given signal, all the players raise their sticks so as to toss the ball into the air, after which they run to put their sticks into the holes in the circle. The player who is left without a hole is "it." After this the game proceeds as in Stroke, except that, when the ball is rolled into the centre hole, the game is ended.



**MISCELLANEOUS AND QUIET  
GAMES.**



### 121. \*FOLLOW THE LEADER.

**Grade:** Upper Primary, Grammar.

**No. of Players:** 6 to 60.

The players form in a line. The leader marches, runs, or performs any gymnastic movements, and all the players imitate his movements exactly. The game ends when time is up.

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### 122. \*FEATHER FLY.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** Feather or thistle-down.

The players join hands and form a circle. The teacher begins the game by blowing a feather into the circle, and then the players blow to keep the feather afloat. In doing this they may move in any direction, but they may not unclasp hands. If the feather touches any player, or falls to the ground in front of him, he must pay a forfeit.

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### 123. \*OBSERVATION.

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** 20 objects; paper and pencil for each player.

Twenty objects are placed on the table. Each player in turn looks at them half a minute, and then

goes to a seat from which he cannot see the table, and writes down the names of all the objects he can remember in a given time. The one who writes the greatest number correctly wins the game.

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### 124. \*I SAY STOOP.

**Grade:** Primary, Lower Grammar.

**No. of Players:** 10 to 60.

The children all stand in the aisles, while the teacher, or whoever has been chosen to be the leader, stands in front, facing the class. Whenever the teacher says, "I say stoop!" both she and the children stoop, and immediately rise again. But when she says, "I say stand!" and stoops as before, the children remain standing. Those who make a mistake, and stoop when the teacher stoops, are out of the game, or must pay a forfeit.

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### 125. \*CONTRARY.

**Grade:** Primary, Lower Grammar.

**No. of Players:** 10 to 30.

**Apparatus:** Handkerchief for each player.

One player stands in the centre, and the other players form a ring round him by taking hold of the corners of the handkerchiefs. The ring moves slowly about. Suddenly the player in the centre calls out either "Hold fast!" or "Let go!" If he says "Hold fast!" the players immediately do the opposite, and let go the handkerchiefs, so that they all fall to the

ground at the same time. If he says "Let go!" the players keep their hold, and do not drop the handkerchiefs. Whoever makes a mistake must pay a forfeit.

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### 126. \* WEATHER COCK.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

The four corners of the room represent the cardinal points of the compass, north, south, east, and west. One player is chosen to be the wind. The other players stand scattered about the room. When the wind calls "North," they turn to the corner that represents the north. When he calls "East," they turn to that corner, and so on. The wind may also call "Variable," and then the players move backwards and forwards. Or he may say "Tempest," and then they turn round three times. A player who fails to obey the order given either goes out of the game or pays a forfeit.

A variation may be introduced by making the players turn in the opposite direction from the one named by the wind; for instance, if the wind says "East," the players face west.

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### 127. \* HANDS UP. ✓

**Grade:** Primary, Lower Grammar.

**No. of Players:** 10 to 60.

One player stands in the centre, and the other players form a ring round him. Each player in the

ring holds his hands up in front of him, with the palms out. The child in the centre tries to slap the hand of any one of the players, but they all drop their hands as he approaches. If he succeeds, he changes places with the player whose hand he has slapped.

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### 128. \*SITTING TAG.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

The players are seated in rows, and every group of two adjacent rows plays an independent game. In each group one player is chosen to be the Old Man, and stands between his rows. At a given signal all the players rise quickly, and the Old Man tries to tag them before they can sit down again. Those who are tagged must remain seated until every one has been tagged, or until the time limit has expired. The others, after seating themselves to avoid being tagged, rise again at the signal, which is repeated. Those who are not tagged at the end of the time are the winners of the game.

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### 129. \*CHANGING SEATS.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

The players are seated in the school-room so as to fill every seat in a certain number of rows. Each group of two adjacent rows forms a separate unit in the game, and for each group a player is appointed

who has no seat, but stands in the aisle between the rows. At a signal from the teacher the players beckon to other players in their group, and change seats as rapidly as possible. The player in the aisle attempts to secure one of the vacant seats. If he succeeds, the player who is left without a seat stands in the aisle, and the game is repeated as before.

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### 130. \*KALEIDOSCOPE.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

Certain of the players are named after colors, and stand in a row across the front of the room. While the other players close their eyes, those in the row change places. Then some one is called on to name the colors in their new positions. If it is preferred, the player who is first called on may name only one color, and other players may be asked in turn to name one color each. When all the colors have been named, another set of players may replace them in their original positions.

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### 131. \*HUNT THE KEY.

**Grade:** Upper Primary, Grammar.

**No. of Players:** 10 to 30.

**Apparatus:** Twine; key.

A key is hung on a long piece of twine. The players form a ring, hold the twine, and pass the key back

and forth, keeping their hands constantly in motion. One player stands in the centre, and tries to discover who has the key. Occasionally some one may whistle on the key to show where it is, and then pass it rapidly on. When a player is caught with the key in his hands, he changes places with the player in the centre.

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### 132. HUNT THE SLIPPER.

**Grade:** Primary.

**No. of Players:** 10 to 30.

**Apparatus:** Slipper.

The players sit on the floor in a circle, with their knees raised, and with the girls well scattered among the boys, so that their dresses may hide the slipper. The one who has been chosen to hunt the slipper runs round either the outside or the inside of the circle, and tries to tag the person who has it. Meanwhile the players pass it back and forth quickly under their knees. Sometimes they throw it across the circle and hide it again; and sometimes, when the one who is hunting for it is far enough away, they strike it three times on the floor. The one who is caught with the slipper in his possession has to hunt for it in the next game.

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### 133. \*PILLOW DEX.

**Grade:** Grammar, High.

**No. of Players:** 2 to 60.

**Apparatus:** Gas ball, feather, or thistle-down.



A line is drawn through the middle of a table to divide it into two courts. The players choose sides, and the sides seat themselves opposite each other. Then they bat a gas ball or blow a feather or a thistle-down back and forth across the line. If the object batted or blown falls in one of the courts, a point is scored for the opposite side. If it falls so as to touch the dividing line, neither side scores.

If the game is played in the school-room, the players stand in the aisles, and the centre aisle or the centre row of desks marks the division between the courts.

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### 134. \*SPIN THE COVER.

**Grade:** Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Cover of tin or wood.

One player stands in the centre, and the rest form a circle round him. The player in the centre spins the cover on the floor, and, just as he takes his hand from the cover, calls the name of one of the players. The player whose name has been called must run and try to catch the cover before it lies on the floor. If he does catch it, he, in turn, spins it; if he does not, the first spinner continues. To make the game more difficult, the players may be required to sit or to kneel on the floor.

If it is preferred, each player may spin the cover whether he catches it or not. In that case the player who fails to catch it pays a forfeit.

### 135. \* THREAD THE NEEDLE.

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** Needles for half the number of players; pieces of thread, one for each needle.

The players are arranged in two lines at opposite sides of the room. Every player in one line has a needle, and every player in the other has a piece of thread. At a given signal each player who has a thread runs to the player directly opposite and threads his needle, and then returns to his own place. The player who is quickest scores one for himself and his partner. Then the thread and the needles are exchanged, so that those who at first had needles now have thread. With the parts thus reversed, the game is repeated. This continues until the time limit has expired. The partners who have scored most frequently win the game.

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### 136. \* YOU'RE "IT."

**Grade:** All.

**No. of Players:** 10 to 30.

One player is chosen to be "it" and stands in the centre, while the other players form a circle round him. A gymnastic position or exercise is agreed upon for use later in the game. Then the one who is "it" calls out the name of some one in the circle, and says, "You're 'it': one, two, three, four, five." Before the counting is finished, the one whose name

has been called must assume the position or perform the exercise previously specified. If he does not succeed in doing this, he changes places with the one who is "it."

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### 137. \*BEAST, BIRD, OR FISH. ✓

**Grade:** Upper Primary, Grammar, High.

**No. of Players:** 10 to 30.

**Apparatus:** Knotted handkerchief.

The players stand or sit in a circle. One of their number takes the knotted handkerchief and throws it at some other member of the circle. At the same time he calls out, "Beast, Bird, or Fish," immediately repeats one of the three names, and then begins to count aloud to ten. Before he has finished counting, the one at whom the handkerchief has been thrown must name some animal that comes under the classification which the first player repeated. If, for instance, A throws the handkerchief at B and says, "Beast, Bird, or Fish, Fish! one, two, . . . ten!" B must name some fish, such as cod or mackerel, before A reaches the ten. If he succeeds, he takes the handkerchief and tosses it at some one else. But if he is too late in naming his animal, or if he names an animal that comes under the wrong classification, or if he names an animal that has been named before, he must pay a forfeit. The game may also be played without forfeits. In this case the player who counts continues throwing until some one fails. The one who fails then takes the handkerchief.

### 138. \*NEIGHBOR, NEIGHBOR.

**Grade:** Primary, Grammar.

**No. of Players:** 6 to 30.

The players stand in a line or circle. The leader, A, clasps his hands under his knees behind, and in this position hops on both feet up to some one in the line, with whom he begins the following conversation:—

A. "Neighbor, neighbor, how art thee?"

B. "Pretty well, as you can see."

A. "How's the neighbor next to thee?"

B. "I don't know, but I'll go see."

B, as he says this, takes the same position as A, and hops in the same manner to some one in the line, who likewise, at the end of the conversation, begins hopping. A, meanwhile, keeps on and goes to some one else. In this way each person who is spoken to hops out to speak to some one else; and each player who has started continues hopping, until finally there is no one left standing in the line.

### 139. \*NOT I, SIR.

**Grade:** Grammar, High.

**No. of Players:** 10 to 20.

The players stand in line, and are numbered in order. One is chosen to be teacher. He turns to some member of his class, and this conversation takes place:—

*Teacher.* "I heard something about you, No. 2, sir."

*Pupil.* "What, sir, me, sir?"

*Teacher.* "Yes, sir, you, sir."

*Pupil.* "Not I, sir."

*Teacher.* "Who, then, sir?"

*Pupil.* "No. 5, sir."

No. 5 then attempts to ask, "What, sir, me, sir?" before the teacher can say "No. 5 to the foot." If he succeeds, the dialogue is continued as before. If he fails, he goes to the foot of the class, but continues the dialogue with the teacher. The object of each player in the game is to be head of the class when the game ends.

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#### 140. \*SIMON SAYS. ✓

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

The members of the class stand in open files as for gymnastic work, and the teacher faces them. The teacher performs some gymnastic movement, "arm extension upward," for instance; and as she does so she calls out, "Simon says 'Arms upward stretch,'" or "Simon says" this or that, whatever the movement may be. The class obey Simon's command. If, however, the teacher omits the "Simon says" in the command, the class do not perform the gymnastic feat, even if the teacher does. Any one who fails to obey Simon's commands promptly, or who obeys commands

that are not given by Simon, must go out of the game, or, if it is preferred, pay a forfeit.

**Variations: Grand Mufti.** In this game the teacher says, as she takes the movements, either "Thus says the Grand Mufti" or "So says the Grand Mufti." When "thus" is heard, the players do the movement; but, when "so" is said, they remain motionless.

**Ducks Fly.** The teacher calls out "Ducks fly," and raises his arms to represent flying. The players imitate him. He continues, naming any animals he chooses instead of ducks. So long as he names animals that can fly, the players continue to imitate him; but if he names those that cannot fly, if, for instance, he calls out "Cats fly," the players remain motionless.

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#### 141. \*MERRY-GO-ROUND.

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** Stools, or chairs without arms, one for each player.

The stools are placed close together to form a circle, and all the players seat themselves facing inward, except one player, who stands in the centre and tries to secure the seat that has been left vacant. This is difficult, however, because the players on the stools keep moving to the right from one stool to the next, so that the location of the vacant seat constantly

changes. When the player in the centre succeeds in seating himself, the player at his left goes into the centre. The direction of the movement may be reversed, and all the players change to the left. In that case, each one is responsible for the seat at his left instead of for that at his right. If more than thirty are playing, it is better to have two vacant stools and two players in the centre.

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## 142. THIMBLE RING.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** Thimble.

One player stands in the centre, and the others form a ring round him. Each player in the ring grasps with his left hand the right wrist of the player at his left, thus leaving the right hand of each free. One of the players, however, holds the thimble in his right hand. They all sing,—

“The thimble is going,  
I don’t know where.”

As they sing, each player places his right hand alternately in the hands of his neighbors to right and left, using a swinging motion, and pretending to pass the thimble. The one who really has it may keep it or pass it on. The object of the player in the centre is to find the thimble, and the object of those in the ring

to conceal it. The song they sing may be varied with

“It’s first over here,”

or with

“It’s over there.”

When the player in the centre succeeds in finding the thimble, he changes places with the one who was holding it when it was discovered.

### 143. \* HIDE THE THIMBLE.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

**Apparatus:** Thimble.

One of the players is chosen to hide the thimble. He may either put it in some unlikely place, where it can be, but probably will not be, seen, or he may put it out of sight entirely. While he is engaged in doing this, the other players either blind their eyes or leave the room. When the signal is given, they begin to hunt for the thimble. If it has been put out of sight, the one who hid it may guide them by saying “Warm!” when they are near the hiding-place, “Warmer!” as they approach, “Hot!” when they are very near, and “Cold!” when they have moved away. He may withhold his statements, but he may not wilfully mislead by them. If it is preferred, music may be played during the search. Then, when any one approaches the thimble, the music grows louder; and,



as he moves away, it grows fainter. The player who first finds the thimble hides it in the next game.

**Variation: Huckle Buckle Bean Stalk.** The thimble must be hidden where it can be seen without having to move anything, and yet where it is not likely to be noticed. It may be placed, for instance, on some object which is the same color. When a player sees the thimble, he must not show by his actions where it is, but must move to another part of the room as though still looking for it, and finally sit down, saying "Huckle Buckle Bean Stalk." The game continues until every one is seated, when the player who first found the thimble hides it again.

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#### 144. \* THANKSGIVING DINNER.

**Grade:** Primary, Grammar.

**No. of Players:** 10 to 60.

The teacher or some pupil chosen as story-teller stands in the front of the room, and names each player after something that may be eaten at a Thanksgiving dinner. Then he tells a story about Thanksgiving Day, while the players stand in the aisles between the desks. When any player hears his name mentioned, he must turn once in his place. For instance, if the story-teller says, "The large turkey was put into the oven," those who are named "turkey" must turn round. When the words "Thanksgiving dinner" are

used, all the players must turn. Any one who fails to turn at the right time steps out to one side, but if he wishes may continue to take part in the game.

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### 145. \* STAGE-COACH.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

**Apparatus:** Chairs.

The chairs are arranged in a circle, and all the players seat themselves except one, who stands in the centre, and names the others after the different parts of a stage-coach or its load. He may have, for instance, horses, harness, whip, wheel, springs, coachman, old lady, parrot, or anything of the sort. If there are many players, he may group five or more under one name. When he has finished this naming, he begins to tell a story about a ride in a stage-coach. When he mentions a name he has given to any one, such as whip, horn, or wheel, the player who has been named whip or horn rises and turns once round in his place. Whenever the story-teller mentions the stage-coach, all the players rise and turn round. And when he ends his story, as he must, with the words, "The stage-coach upset," all the players change seats. Then the one who has been telling the story tries to secure a chair. Whoever is left standing must tell the next story.

If the game is played in the school-room, the story-teller stands in front of the class, and the pupils sit at their desks.

**Variation: \*Gymnastic Exhibition.** A ring is formed by drawing chalk circles, one less than the number of players, at intervals of two steps. A story-teller is chosen and stands in the middle of the ring. The other players stand in the circles, and are named after articles and apparatus used in the gymnasium. The story-teller then describes the proceedings at a gymnastic exhibition. Each player, when his name is mentioned in the story, performs some gymnastic feat previously agreed upon, such, for instance, as turning round on one heel or jumping to a deep knee bend position. Finally, when the story-teller remarks, "and the audience applauded," the players change places, and the story-teller tries to secure one of the vacant circles.

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#### 146. \*ANIMAL GAME.

**Grade:** All.

**No. of Players:** 10 to 60.

**Apparatus:** Pencil and paper for each player; blackboard.

Each player is given a pencil, a piece of blank paper, and a second paper on which is written the name of an animal. These latter papers are folded or distributed face downward, so that each can be read only by the person who receives it. One player after another goes to the blackboard, and draws a picture of the animal named on his paper. He is allowed only two minutes in which to do it. When he has finished,

the other players write down what they think to be the name of the animal he has drawn. After every player has had his turn, the correct list of the animals is read. The player who has the largest number of names right wins the game.

The game may be varied by having each player in turn come to the front of the room and represent the animal named on his paper by acting, instead of by drawing on the blackboard.

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### 147. FAN BALL.

**Grade:** Grammar, High.

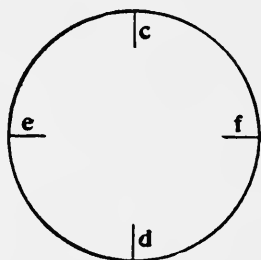
**No. of Players:** 2 to 30.

**Apparatus:** 2 palm-leaf fans; 2 sheets of paper, one red, the other blue.

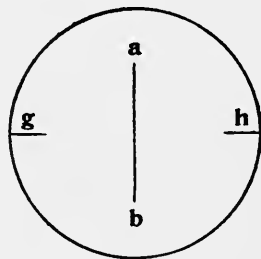
From each sheet of paper three circles are cut, three and a half inches in diameter, and slits are made according to the diagrams on the opposite page. The circles are numbered to correspond to the diagrams. Then circle No. 1 is taken in the left hand, the edges are bent together slightly, but not enough to crease the paper, and the whole circle is slipped through the slit *ab*. The slits *c* and *d* hold it in place, and allow it to be straightened out at right angles with circle 2. The third circle is then slipped down over circles 1 and 2, which are brought together and bent so as to go through easily. The first two circles are in a vertical plane; and the third circle is in a horizontal plane,

bisecting the other two. The slits *e*, *f*, *g*, and *h* hold it firm. When the three circles are in place and straightened out, a paper ball is formed. There will be two balls, one red, the other blue.

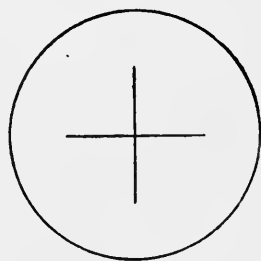
A goal is made at each end of the room by placing two chairs or benches a yard apart. A chair or bench is also placed at an equal distance from each goal, in the centre of the room. Sides are chosen; and the red ball and a fan are given to one side, and the blue ball and a fan to the other. Each side then takes possession of a goal, and sends out a single player, who stands in front of his goal, with his paper ball before him. At a word of command from the umpire, each fans his ball toward his opponent's goal. The balls must go between the legs of the chair in the centre of the room, and may not be touched, but must be propelled wholly by the breeze from the fan. The first player who sends his



1



2



3

ball through his opponent's goal wins, and scores one for his side. Then another pair of players continues the game. When all have played, the game is ended, and the side with the larger score is the winner.

### 148. \*TRADES AND PROFESSIONS. ✓

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

The players divide into two equal parties, one masters, and the other men. The aim of the masters is to become men, that of the men to remain men as long as possible. The men consult together secretly, nominate a foreman, and choose some trade or profession, preferably one in which the hands, arms, or legs are used in various ways. Meanwhile the masters may seat themselves if they wish. After the trade has been selected, the men range themselves in a line opposite the masters, and the foreman gives the first and the last letter of the name of the trade, as, for instance, C R for carpenter. He then bids his men go to work with these words: —

“Now, my men, the work's begun.

No more speaking till it's done.”

At once the men illustrate in pantomime the various labors of their trade. If they are carpenters, for instance, they measure and hammer and plane. This continues for two minutes. Then the foreman tells his men to stop working and demand their wages.

Each master has one guess as to what the name of the trade is. If no one guesses right, the foreman tells the name, and the men choose another trade and act it out. But, if any of the masters are successful in naming the trade, the masters and the men change places. If any man speaks while he is working, or makes any motion which does not belong to the trade he is representing, his whole side is out and must change places with the masters. The game may be made more difficult by not giving the initial letters of the trade selected.

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#### 149. \* MUSICAL INSTRUMENTS.

**Grade:** Grammar, High.

**No. of Players:** 10 to 60.

The players sit in a circle, on the floor, or in chairs, and form the orchestra. One player, who is the conductor, stands in the centre. The other players decide upon a tune, and select the instruments they will play. Then the conductor beats time, and each player imitates as well as he can the sound of his instrument and the motion used in playing it. Suddenly the conductor turns to one of the players, asks, "What is the matter with your instrument?" and immediately counts five. Before he finishes counting, the player who has been questioned must begin an answer which is appropriate to his instrument. If he has a violin, he may say, for instance, "I have broken a string," but he should not say, "The reed is lost."

If his answer is inappropriate, or if it is not begun before the counting stops, he must change places with the conductor.

Whenever the conductor claps his hands, the music must stop, and the players must remain in the attitudes in which they were when he gave the signal. Any one who fails to stop humming, or who changes his position before the signal is given to resume the music, must change places with the conductor. Except on these occasions when the conductor claps his hands, the music never stops.

If it is preferred, the same conductor may continue throughout the game, and the person who fails in any of the requirements of the game may pay a forfeit.

**Variation: \*The Fiddling Leader.** The leader kneels in the middle of the circle, and chooses the fiddle as his instrument. The rest of the players take their choice among the other musical instruments. Then the leader imitates the motions used in playing a fiddle, and the other players imitate the motions used in playing the instruments they have chosen. Suddenly the leader changes, and begins to play on one of their instruments. The player whose instrument has thus been taken away from him begins to fiddle, and continues to do so until the leader changes to another instrument or goes back to his fiddle. The imitation of the playing must be done in vigorous pantomime.



## 150. PEGGY.

**Grade :** Grammar, High.

**No. of Players :** 2 to 20.

**Apparatus :** Stick about 5 inches long and 1 inch in diameter, shaped to a point at one end; larger stick, about 2 feet long; object for goal.

One player stands at the goal with the large stick in his hand, throws the small stick into the air, and then with the large stick strikes it before it reaches the ground, as he might strike a ball with a bat. Any player may pick the stick up from the spot where it falls, and throw it as near the goal as possible. But the goal player tries to prevent its falling near there by striking at it again with the large stick. Then from where it lies he nips it; that is, strikes it on one end, so as to send it as far as he can from the goal. He follows it, and nips it again, and then a third time. After that any player may pick up the stick and throw it toward the goal, which the goal player is not now protecting. If it falls within once the length of the longer stick from the goal, the goal player is out, and changes places with the thrower. If, however, the distance between the goal and the place where the small stick fell is more than once the length of the longer stick, the goal player records the distance, and then, starting from where the stick lies, nips three times, and so on as before. When the sum of his score amounts to fifteen times the length of the longer stick, he is out, and the next player has a turn.



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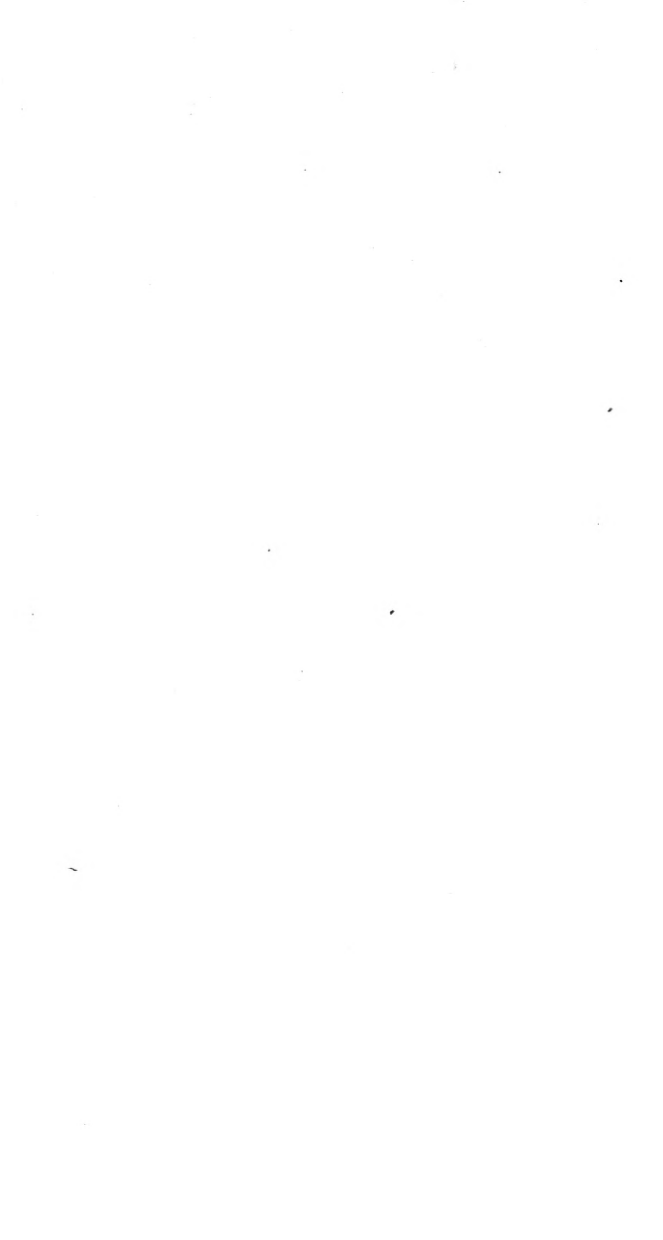
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